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COMMODORE FORCE

ISSUE 1
JANUARY 1993
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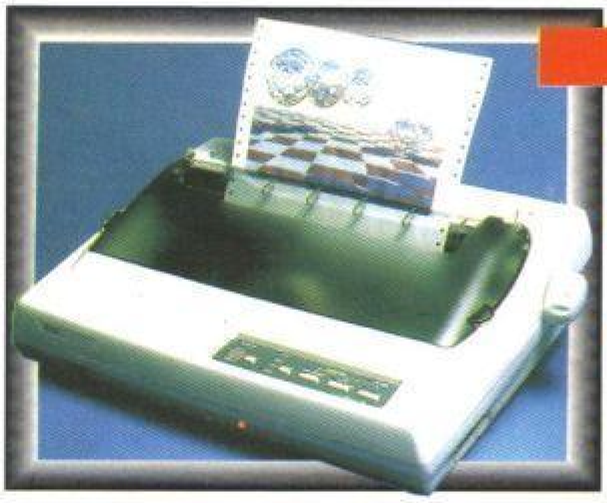

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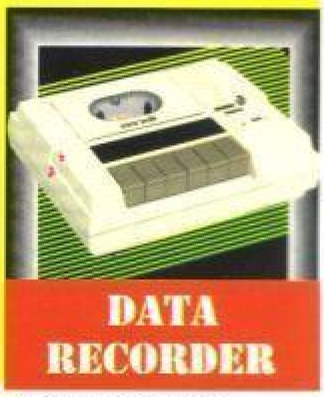

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WOT, NO TAPES?
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CRUISING FOR A BRUISING!

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James and Phil eat their *First Samurai* burger with relish and then explain how it went down!

RAVE REVIEW!

FIRST SAMURAI

REGULARS!

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...Is quite brown and uninteresting, but the contents are a laugh.

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42 PUBLIC SECTOR
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...and reap the rewards! You know it makes most excellent (commercial) sense.

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BEYOND BELIEF

FORCE

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63 BASH YER BRAINS

Nine out of ten adventurers prefer Bash (But only by a whisker! — Ed).

64 FORCEFIELD PLAZA

Mail-order all your favourite goodies direct to your door!

66 FAST FORWARD

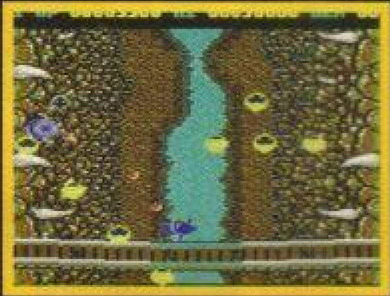
Not a dry eye in the house as Issue One draws to a close... but what's in the sequal?

40 THE MIGHTY BRIAN

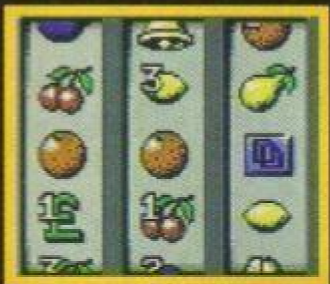
Professor Brian Strain answers a plethora of technical problems and queries.

REEL ACTION

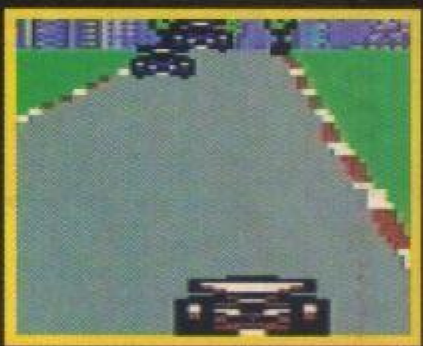
Those are not just tapes that you see attached to the cover of your blatantly wonderful COMMODORE FORCE magazine. They're the embodiment of beauty, lovingly crafted, and duplicated by Ablex. See page 8 for further instructions, but only if you can bring yourself to soil such perfection in your cassette recorder... As for the contents:



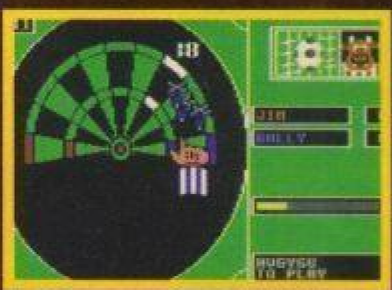
GEMINI WING: Frantic shoot-'em-up action from this former full-price coin-op conversion.



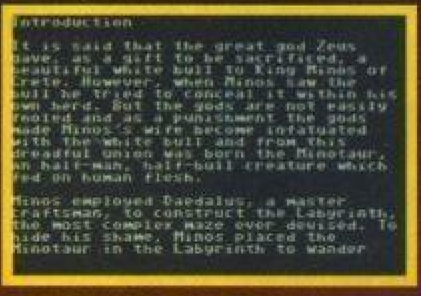
FRUIT BANK: Hit the jackpot without gambling away all of your pocket money.



CONTINENTAL CIRCUS: Become Nigel Mansell and win races around the world in this high-speed thriller.



BULLY'S SPORTING DARTS DEMO: Get on the oche with this heavyweight among sport sims.



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Introduction

It is said that the great god Zeus
gave, as a gift to be sacrificed, a
beautiful white bull to King Minos of
Crete. However, when Minos saw the
bull he tried to conceal it within his
own herd. But the gods are not easily
fooled and as a punishment the gods
made Minos's wife become infatuated
with the white bull and from this
dreadful union was born the Minotaur,
an half-man, half-bull creature which
fed on human flesh.

Minos employed Daedalus, a master
craftsman, to construct the Labyrinth,
the most complex maze ever devised. To
hide his shame, Minos placed the
Minotaur in the Labyrinth to wander
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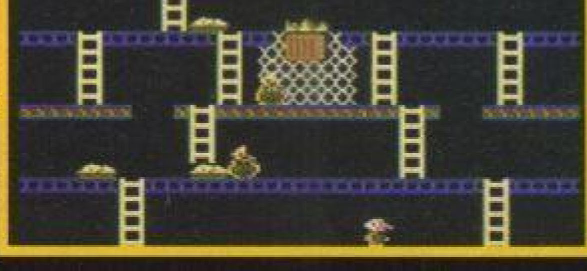
THESEUS AND THE MINOTAUR: Epic mythological adventure from Tony Collins.



SUPER KONG: Go bananas with this PD 'tribute' to the arcade classic!

LEMMINGS DEMO: Oh no! Those cute little chappies are dying to get onto your 64!

WHAT'S H

HERE ARE THE ED LINES

Hello Force Fiends, and welcome to Issue One of COMMODORE FORCE Magazine. As you'll have no doubt gathered, we're committed to bringing you the very latest and greatest in C64 news and reviews, as well as providing not *some* of, but THE hottest gaming action on our monthly Reel Action cover cassettes.

As well as full, in-depth reviews of all the latest full-priced AND budget C64 games, we're determined to back the C64 to the hilt in these troubled times. Like some creeping menace from a 1950s 'B' movie, the consoles are slowly but surely taking over from home computers — and we're not about to stand back and allow this to happen without a fight!

With console cartridges costing anywhere up to £60 a pop, either the current recession is a myth (ho ho), or there are legions of spoiled brats with with money to burn (and parents prepared to help them with the matches). Compare, say, the cost and playability of a game like Kixx's *Swiv* (see p. 55), and any other console cart you'd care to mention. Okay, so you have to wait a while for the tape to load, but graphically the quality is on a par with any 8-bit console release. So, for a saving of £30+, a few minutes thumb-twiddling while the border flashes is a small price to pay.

Long live the 64!

Steve

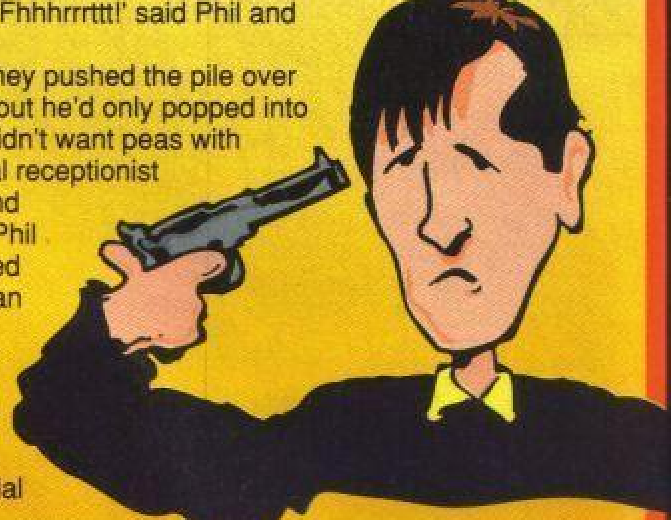
Steve Shields
(Managing Editor)

WHO'S THAT MISERABLE-LOOKING GEEZER, THEN?

Steve and Phil were cleaning out the basement, moving the (dead) bodies of failed reviewers (and you thought they went on to work for other magazines!) when a croak issued from a particularly smelly pile of would-have-been-staff-writers. 'Help' said the disembodied voice. 'Fhhhrrrtttt!' said Phil and Steve.

After regaining their wits (if not their dignity), they pushed the pile over and before them lay… Chris Hayward! It turned out he'd only popped into the offices to use the phone to tell his mum he didn't want peas with his dinner that night, but Carol, our evil, maniacal receptionist had (mistakenly) beaten him around the head and dumped his limp bod in the Europress Morgue. Phil cried openly at this tragic story, but Steve laughed more than he'd done after putting rabbit poo in Ian Osborne's sandwiches.

Eventually, everyone came to the conclusion that Chris is a very nice guy, coming from Shrewsbury (just like Mr Shields). Luckily, he'd seen the funny side (as had Steve) and so was invited to join the COMMODORE FORCE editorial crew… send fan mail to the usual address.



IN THE CLUB

Two more computer clubs have come to our attention. **The Info Club** is run by Mr T Moore, and works as a sort of information exchange service for just about anything to do with the Commodore scene. Just send your news, views, tips, etc., and a SAE to *The Info Club, 47 Portmore Close, Beaumont Leys, Leicester LE4 0QZ.*

Kode Graphics is more of an independent fanzine than a club, but we'll give 'em a free plug anyway. For details send a SAE to *Kode Graphics CBM64 Club, 36 Stretton Rd, Beacon Est, New Invention, Willenhall, West Mids WV12 5EJ.*

If you know of any more clubs, or run one yourself, please send us the details.

WHO'S PLAYING

STEVE SHIELDS

● Ever since *Gemini Wing* wended its weary way into the office datasette recorder, I've had one hell of a time trying to dissuade the team from playing it. Not that I'm worried about their work suffering, it's just that I never seem to get my go! Ubi Soft's superb *First Samurai* has also had me welded to the monitor this month. It's spawny!

PHIL KING

● I love a good footy game, and there's none better than *MicroProse Soccer*. I've been playing it even more than usual, to prepare for my imminent Reader's Challenge. Other than that, *First Samurai's* got me completely hooked — what a superb game.

PPENING?

BIG BROTHER

The C64's big brother has just got bigger. The Amiga 1200 is the latest addition to the ever-growing Commodore family with a new 32-bit chip set and an on-sale price of £399 pounds. The major improvement has to be its ability to use 260.000 colours on screen at any one time, from a palette of 16.8 million — making it graphically the most powerful 'home' computer available.

Commodore have also dispelled most of the worries of existing owners wishing to upgrade. They've boldly proclaimed the A1200 will be 60% compatible with existing software, and run 80% of all current releases (quite an astonishing figure for such different circuitry). Impressive it may be, but we still think they can't beat the 64 for incredible VFM.

MODEM MANIA

That much-loved (snigger) of companies, **British Telecom**, is set to improve its image no end. After the wonders of 0898 numbers, phonecard-only telephone boxes and those grating Maureen Lipman ads, comes a really useful offer. During November and December, all Sunday calls made between 3pm and midnight between any two points in the UK will be charged at local rate.

This is great news for modem maniacs who usually pay astronomical phone charges to connect to one of the many networks. And there's even better news for subscribers to **Silicon Village**. Launched from the ashes of Micronet (and retaining many of its services), the Village celebrates its first birthday on 7 November by waiving time charges for calls between 6am Sunday and 6am Monday.

In addition to its data services, Silicon Village runs a multi-user roleplaying game called ***Avatar***. There's a whole world to explore, solving puzzles and acquiring armour, weapons and spells. As well as its huge scale, the main difference to normal computer adventures is the ability to meet and chat with other player-controlled adventurers.

It's a novel experience certainly worth trying. For a free demonstration of *Avatar* and Silicon Village, set your comms software to Viewdata mode (7-E-1), call 081 759 6996 (multispeed) and log-in with customer identity 4444444444 and password 4444. For further information, write to *Microgame Ltd, 82 Byron Way, Ruislip Road, Northolt, Middlesex UB5 6AZ.*

COMMODORE FORCE

COMMODORE FORCE is Britain's biggest C64 mag — created by:
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COVER BY
Oli Frey

HAT?

• Which games are the COMMODORE FORCE crew playing this month, and why...?

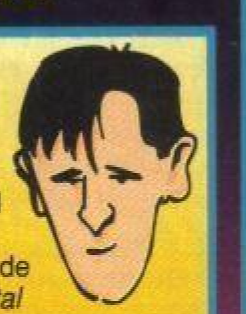
IAN OSBORNE

• I can't say I'm a major fan of vertically scrolling shoot-'em-ups (I see too many substandard *SEUCKed* ones), but *Gemini Wing* grabbed me by the throat and refused to let go! Sure it's tough, and it's one-player-only when the arcade version was two, but it's still the spookiest blaster ever to grace a covertape!

JAMES PRICE

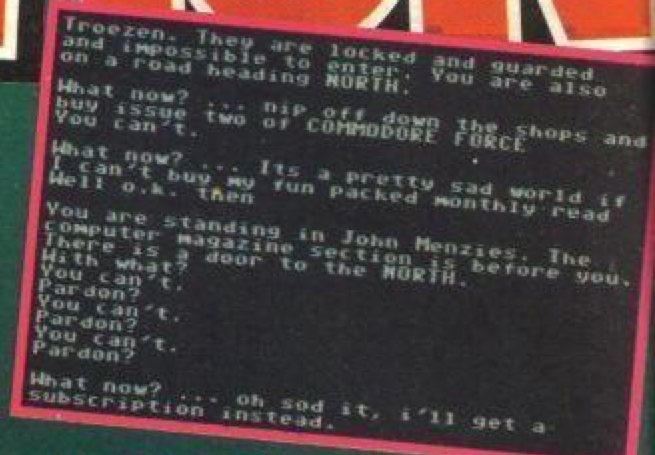
• *First Samurai*, *Crystal Kingdom Dizzy* are the best of the crop this month, and so I must admit to having let deadlines draw perilously close while playing them. Steve is, at this very moment, looming over me with a P45, but even the prospect of the dole queue can't drag me away from my eggs...

CHRIS HAYWARD



• Learning to drive is really quite tedious. Being told to slow down and not shout abuse at fellow road users is far too dull. However, the Highway Code doesn't apply to *Continental Circus*: It's speeding thrills galore, careering round hairpin bends while dodging and weaving round other (boy) racers. Magic! Now where are my L plates?

REEL ACTION



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Troezen. They are locked and guarded
and impossible to enter. You are also
on a road heading NORTH.

What now? ... nip off down the shops and
buy issue two of COMMODORE FORCE
You can't.

What now? ... Its a pretty sad world if
I can't buy my fun packed monthly read
Well o.k. then

You are standing in John Menzies. The
computer magazine section is before you.
There is a door to the NORTH.
With what?
You can't.
Pardon?
You can't.
Pardon?
You can't.
Pardon?

What now? ... oh sod it, i'll get a
subscription instead.
```

Just look at all these great games! There's that brill driver *Continental Circus*, blinding blaster *Gemini Wing*, a cracking adventure from the author of *Nythyhel*, and loads more besides — where else can you play fruit machines all day without losing a fortune? Stick with COMMODORE FORCE — it's the 'reel' thing!

CONTINENTAL CIRCUS

● The Sales Curve

If you've never heard of *Continental Circus*, you've obviously not been near an arcade in the last few years. Driving games come and go, but *Continental Circus*'s high-speed action and spanky stereoscopic graphics (viewed through 3-D specs) made it a real winner. Obviously the stereo-vision couldn't make it to the C64, but the gameplay's as outstanding as ever.

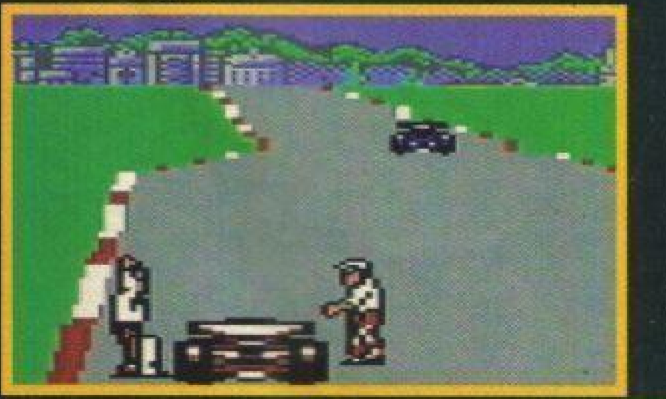
Viewed from behind and slightly above, you must burn your way round the track, reaching the checkpoints before your time runs out. To continue you must not only complete the current circuit, but also reach a certain rank — there's no room for Sunday drivers here!

Hit another car or a bit of scenery and your engine starts spluttering and smoking — the only way to stop it is to go for a pit stop. Fail to reach the pits in time — or hit anything else while you're on fire — and your car explodes, losing vital seconds and forcing you to restart from a standstill.

THE SALES CURVE PRESENTS
CONTINENTAL
CIRCUS
TAITO
Programmed by Pete Hickinson and Bill Caunt
Graphics by Mark Edwards
©1989, Taito Corp. All Rights Reserved

Controls

Up — speed up
Down — brake
Left/Right — if this isn't blimmin' obvious, you're reading the wrong mag!
Fire — change gear



THESEUS AND THE MINOTAUR, PART 1

● The Guild

Legend has it that Zeus, divine ruler of Mount Olympus, home of the gods, gave a white sacrificial bull to king Minos. A greedy and deceitful ruler, Minos decided not to sacrifice it as intended, but to hide it among his own herd. Such was his folly — the gods aren't easily fooled, and Zeus (as a punishment) caused Minos' wife to become infatuated with the bull. From this dreadful union the Minotaur was born: a creature that was half-man and half-bull, and fed on human flesh!

Minos employed Daedalus to construct a labyrinth, the most complicated maze ever devised. To hide his shame, he put the Minotaur in the heart of the labyrinth, never to be seen by human eyes.

Meanwhile in Greece Aegeus, king of Athens, fell in love with a young maiden

GEMINI WING

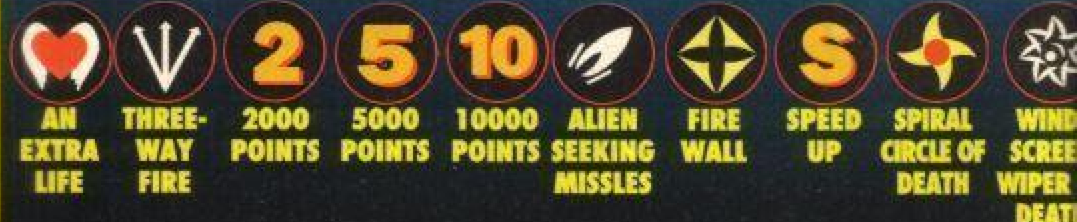
● The Sales Curve

'Die Mutant Alien Scum!'

Some things never change. Even in the year 2243, gutter tabloids peddle their xenophobic hysteria, and they still outsell proper newspapers! This time they've gone too far. The above headline upset intergalactic readers of the Soonday Spot, worst of the gutter rags. Though Earth diplomats did their utmost to repair the damage, alien outrage was inconsolable and war was declared. By lunchtime, every race in the galaxy was at war with Earth.

Little did they realise that Earth's scientists had created the Gemini Wing, a supa-dupa, roughie-toughie fighter plane designed to kick serious alien bottom! No prizes for guessing your role in this conflict…

As silly game plots go, this one takes the biscuit, but the game's a magnificent vertically scrolling blaster. So slap that joystick in port 2 and fire away — oh yeah, don't forget the power-ups!



DEALS ON REELS!

Great news! We're offering a great deal for disk users! Just send the Reel Action coupon and a cheque for £1.49 to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD* and they'll send you a snappy COMMODORE FORCE Floppy, containing all this month's games. Please make cheques payable to Ablex Audio Visual. Now is that a good deal, or what?

STOP PRESS!

As a mega-special offer, the first 50 tape-to-disk applicants will get not only their COMMODORE FORCE Floppy, but also their cheque back! Better hurry though, the offer's going to be VERY popular!

Name……………………………………………………………
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called Aethra. It was not to be, and he eventually returned to Athens and married Medea — unknown to him, Aethra had borne a son, whom she called Theseus!

Theseus grew to be a strong and popular man. One day Aethra told him, 'You are the son of Aegeus, king of Athens. You must go to Athens and claim your rightful place in his home. Aegeus has hidden a sword and a pair of sandals as proof of your heritage, but beware — your journey will take you through the most hazardous parts of Greece. Farewell.' You play Theseus, the legendary Greek hero. Part One of this two-part adventure has you searching for the sword and sandals left by your father, then making your way to Greece. You'll meet certain characters en route, some benevolent, others not. Choose your weapons carefully, as using the wrong one against the wrong enemy could prove fatal. If you succeed in reaching Athens, you'll have to go through the infernal regions of Hades, where your lifelong friend Pirithious has been taken.

Theseus And The Minotaur accepts all the usual adventurish commands (TAKE, DROP, EXAMINE, LOOK, etc). As usual, compass directions can be abbreviated to their first letter. Look out for Part Two of this epic adventure next month!

SUPER KONG

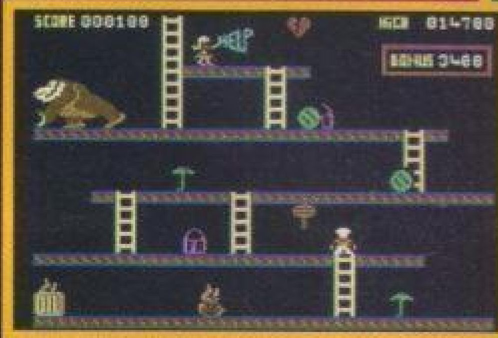
● Public Domain

There's nothing like a gentle meander down nostalgia avenue — and this is *nothing* like a gentle meander! How many of you, we wonder, have ever seen *Donkey Kong* in the arcades? The Ed claims it was the very first game he ever completed, way back during his misspent youth (c. 1979), although he hasn't fared very well on this PD 'tribute' so far…

The plot couldn't be simpler: A giant ape has swiped yer missus — it's up to you to get her back. Four levels need to be carefully negotiated, each taking the form of a single screen. Accurate timing is essential if you are to avoid the barrels which hurtle towards you on the first screen, while pixel-perfect leaps and bounds should see you safely through the later levels. Climb the ladders, give fireballs a *very* wide birth and don't monkey about on the lifts!

BLAST FROM THE PAST!

TRIVIA NOTE: The original *Donkey Kong* suffered the same fate as *Continental Circus* when being translated into English. The *Circus* of *Continental Circus* should have read *Circuit*, while *Kong*'s Donkey of the title should have been (obviously) a *Monkey*. Ah well, such is rife!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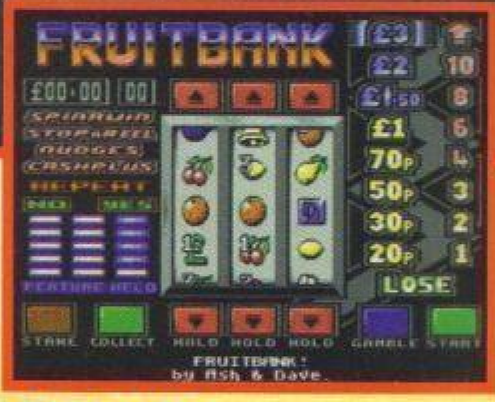
HELP

SEND FOR HELP

Stuck already? Send a SAE to Tony Collins at *760 Tyburn Rd, Erdington, Birmingham*. Don't bother phoning the COMMODORE FORCE offices, as we won't be able to help.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£2 10
£1.50 8
£1 6
70p 4
50p 3
30p 2
20p 1
LOSE
£00.00
00
SPIN-A-WIN
STOP-A-REEL
NUDGES
CASH PLUS
REPEAT
NO
YES
FEATURE HOLD
START
COLLECT
HOLD
HOLD
HOLD
GAMBLE
START
FRUITBANK:
by Ash & Dave.

FRUIT BANK

● PAL Developments

With more features than a yuppie's digital watch, and more fruit than Pete Beale's market stall, *Fruit Bank* is the undisputed heavyweight champ of computerised one-armed bandits!

FEATURES

START

If you don't know what this does, there's no hope for you!

HOLD

When 'HOLD' is flashing, prevent one or more reels from spinning by moving the marker and pressing fire to freeze/unfreeze it.

GAMBLE

After a win you can opt to gamble — if successful you'll get more dosh; if not you'll get less or even lose it all! It's also used when the fruit bank's full, to select SPIN-A-WIN, NUDGES, STOP-A-REEL or CASH PLUS, and to gamble for nudges.

FEATURE HOLD

On some of the fruit symbols is a number — if this stops on the win line, the fruit-bank accumulator at the top of the screen is advanced. A fruit with '?' on it causes the indicator to move up and down the letters — try and STOP it on the last letter, filling the fruit bank.

When filled, select either SPIN-A-WIN, NUDGES, CASH PLUS or STOP-A-REEL.

When FEATURE HOLD is lit, the fruit bank doesn't reset itself on the next press.

COLLECT

Collects any cash or nudge wins.

STOP-A-REEL

The first reel spins, and you must stop it on the required symbol, causing the other two to advance to the nearest winning combination.

CASH PLUS

Whenever a '£' symbol appears on the win line, 10p is added to the CASH PLUS bank on the left of the screen. Selecting the CASH PLUS option gambles some or all of the bank. This option is repeatable.

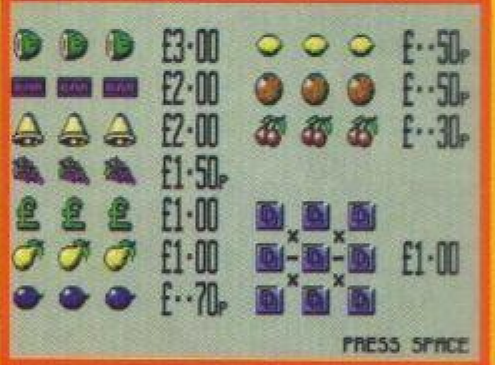
NUDGES

Select this option and the nudge bank flashes. Pressing fire gives the highlighted number of nudges. To nudge a reel up or down, move to the top or bottom of that reel and press fire.

Note: The first winning combination counts.

CONTROL

Joystick in port 2.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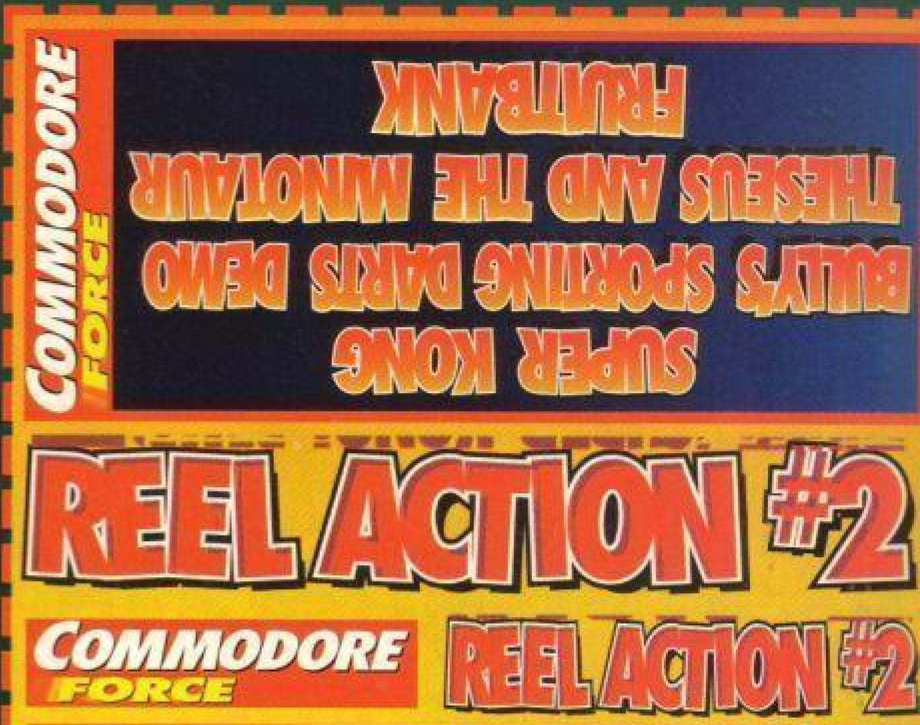
PRESS SPACE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SUPER KONG
BULLY'S SPORTING DARTS DEMO
THESEUS AND THE MINOTAUR
FRUITBANK
REEL ACTION #2
COMMODORE FORCE
REEL ACTION #2

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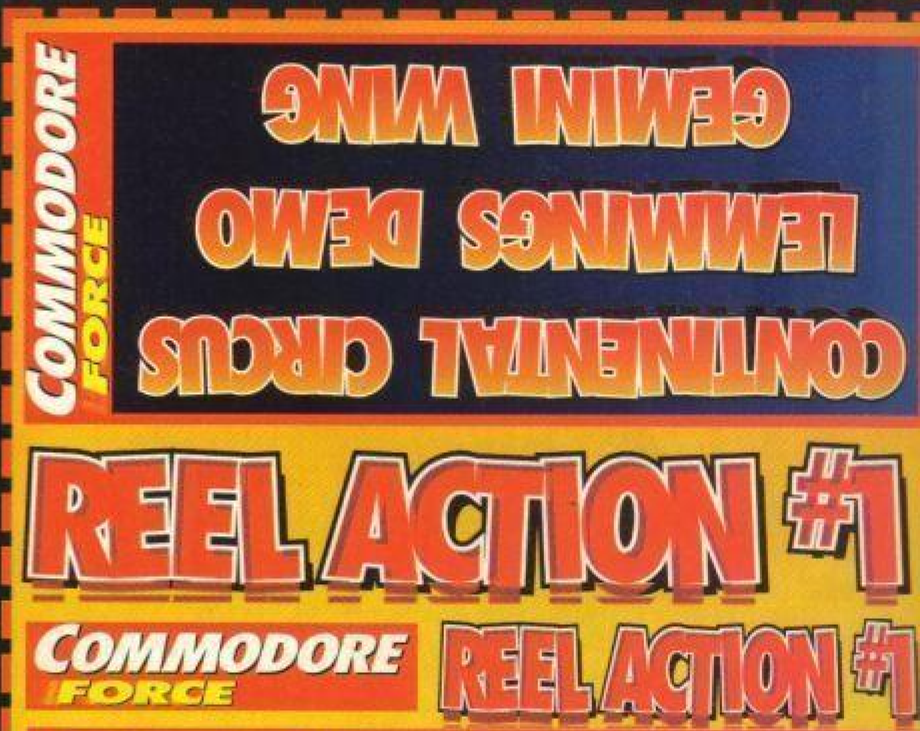
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REEL ACTION #1

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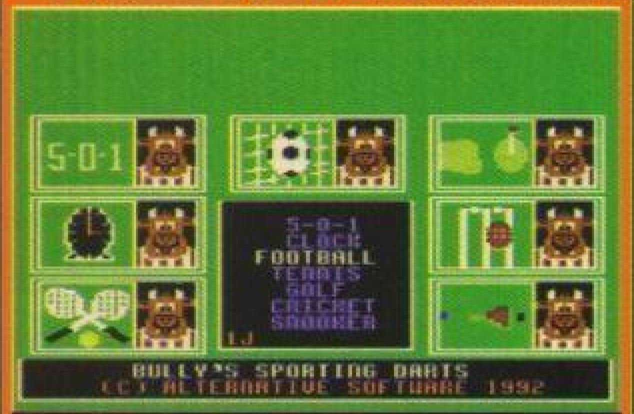


5-0-1
CLOCK
FOOTBALL
TENNIS
GOLF
CRICKET
SNOOKER

BULLY'S SPORTING DARTS
(C) ALTERNATIVE SOFTWARE 1992

BULLY'S SPORTING DARTS

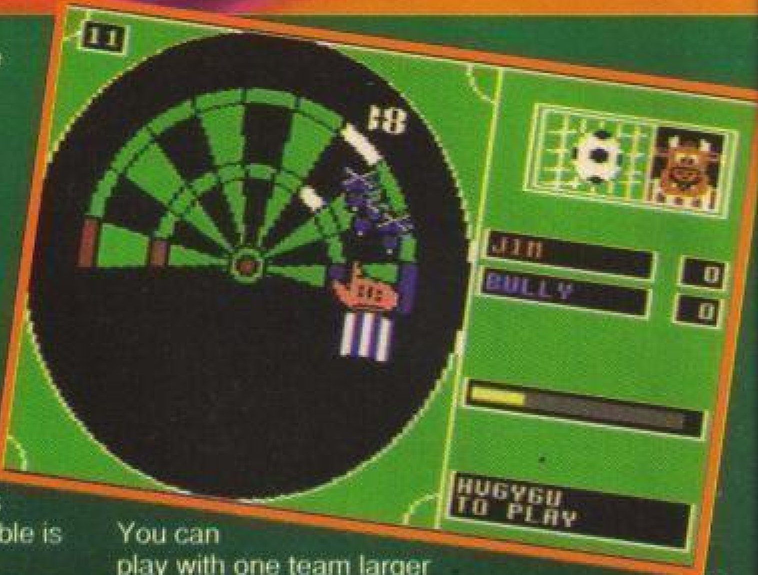
● A playable demo from Alternative!

Get your arrows out for this great playable demo of surely the best darts sim ever. It's got the lot: 501, round the clock, cricket, snooker etc.

The section on offer in this demo is the popular pub variant *Football Darts*, a cracking kick-around that would have Birmingham City crying into their kitbags (a bit like Saturday's result).

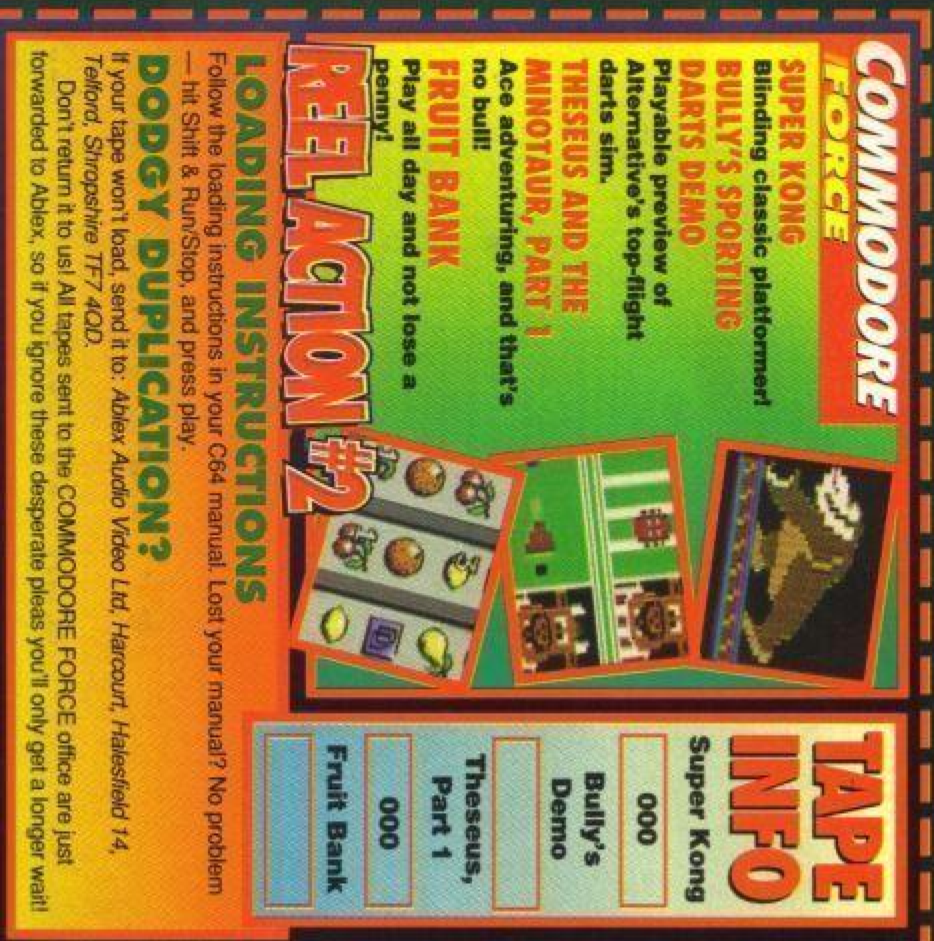
Played on the upper half of the board with numbers eleven and six coloured red and blue respectively, each player in turn aims for the ball number, highlighted in white. Hit it and the 'ball' moves towards the opponent's goal, one, two or three places depending on whether a single, double or treble is hit. Get it in the penalty area (the blue or red sector) and you can shoot for goal — hit the bull's-eye to score!

Teams consist of up to five players, each taking his turn with the darts. To select a computer player, enter COMPUTER followed by the number 1–9 as the name of the player (not team), the number reflecting the computer's ability.



You can play with one team larger than the other without any disadvantage, use mixed human/CPU teams, and field as many computer players as you like.

If you thought all computer darts sims were the same, *Bully's Sporting Darts* will come as a breath of fresh air, oozing variety and playability. This demo's just one of the seven games on offer in the full version — check it out; you won't regret it.



COMMODORE FORCE

SUPER KONG
Blinding classic platformer!

BULLY'S SPORTING DARTS DEMO
Playable preview of Alternative's top-flight darts sim.

THESEUS AND THE MINOTAUR, PART 1
Ace adventuring, and that's no bull!

FRUIT BANK
Play all day and not lose a penny!

REEL ACTION #2

LOADING INSTRUCTIONS
Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit Shift & Run/Stop, and press play.

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If your tape won't load, send it to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.*
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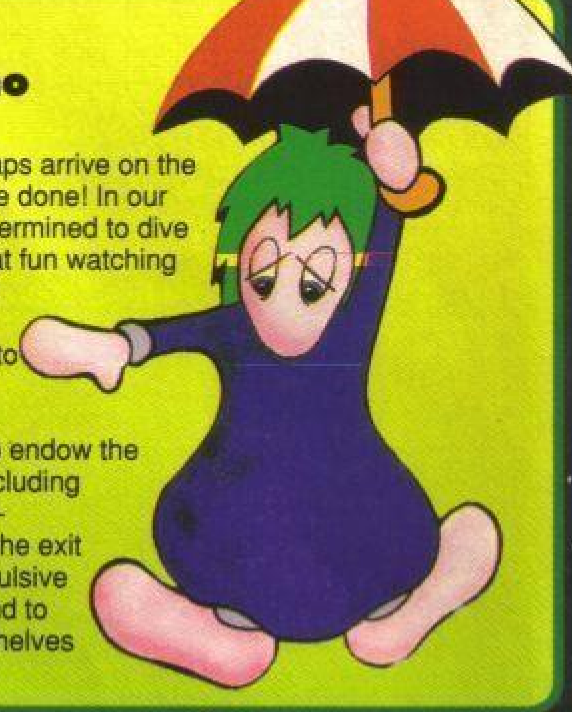
Bully's Demo	
Theseus, Part 1	000
Fruit Bank	

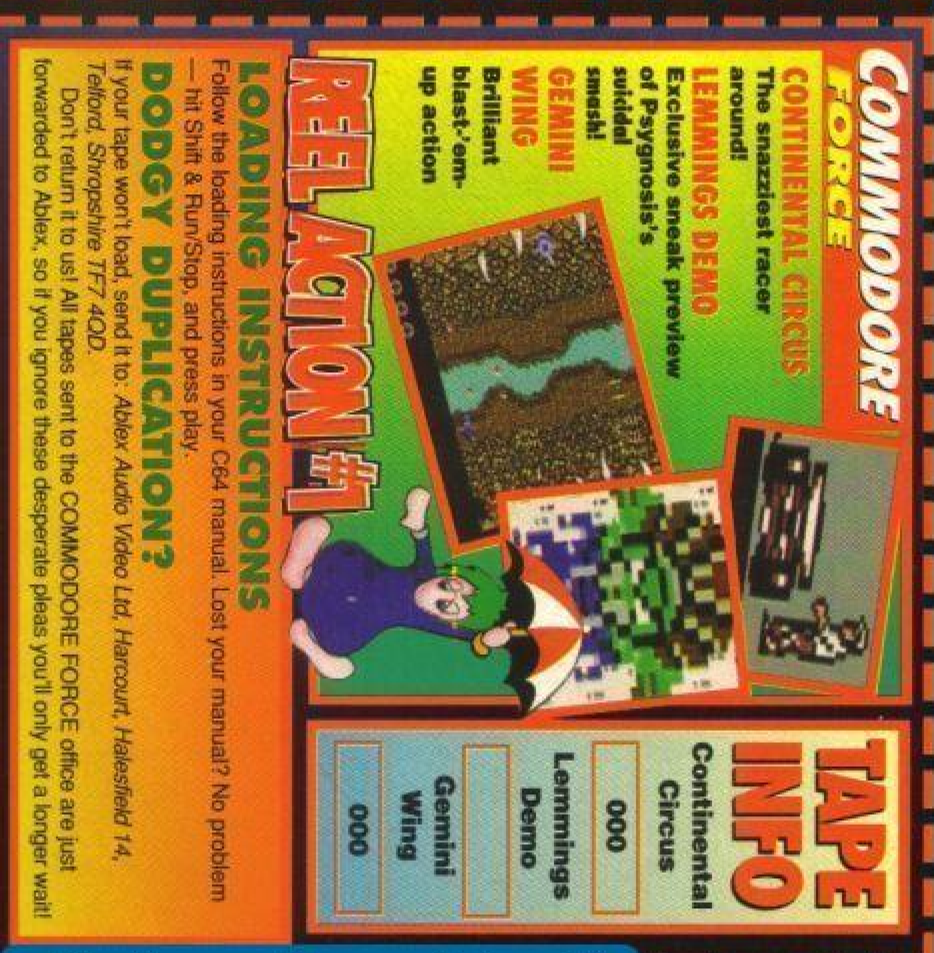
LEMMINGS

● An EXCLUSIVE demo from Psygnosis!



At last, those little green-haired chaps arrive on the C64 — and they said it couldn't be done! In our exclusive demo, the lemmings are determined to dive off a high ledge to their death. It's great fun watching them splat on the ground, but you can save each lemming by moving the cursor box over him and pressing fire to turn him into a Floater — his brolly opens and he falls safely to the floor.

In the game proper, you'll be able to endow the lemmings with many other abilities (including bridge building, digging, and even self-destructing!) to create a safe route to the exit for their mates. One of the most compulsive puzzlers of all time, *Lemmings* is bound to be a huge hit when it drops onto the shelves — hopefully in time for Christmas!



COMMODORE FORCE

CONTINENTAL CIRCUS
The snazziest racer around!

LEMMINGS DEMO
Exclusive sneak preview of Psygnosis's suicidal smash!

GEMINI WING
Brilliant blast-'em-up action

REEL ACTION #1

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TAPE INFO

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Lemmings Demo	
Gemini Wing	000

GET A PIECE OF THE ACTION!

Written a game? Think it's hot? Wanna see it on a COMMODORE FORCE cover cassette? Great — fill in this form and send it along! Expect no favours — we want real 'reel' action, not fillers — but if your game's good enough, you could make some dosh!

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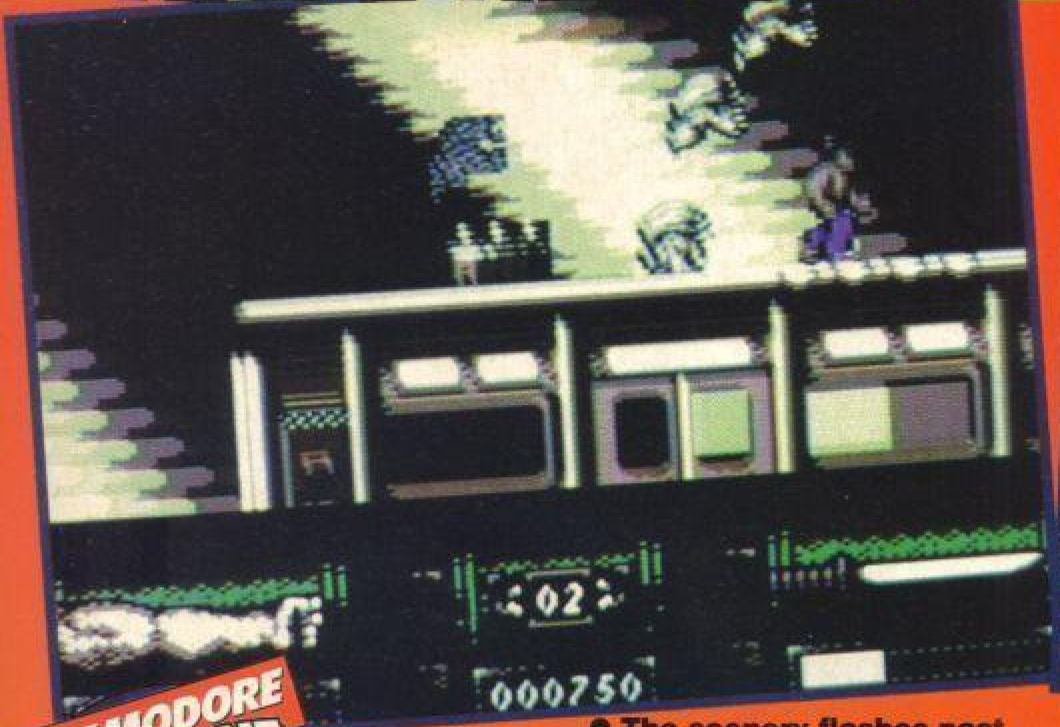
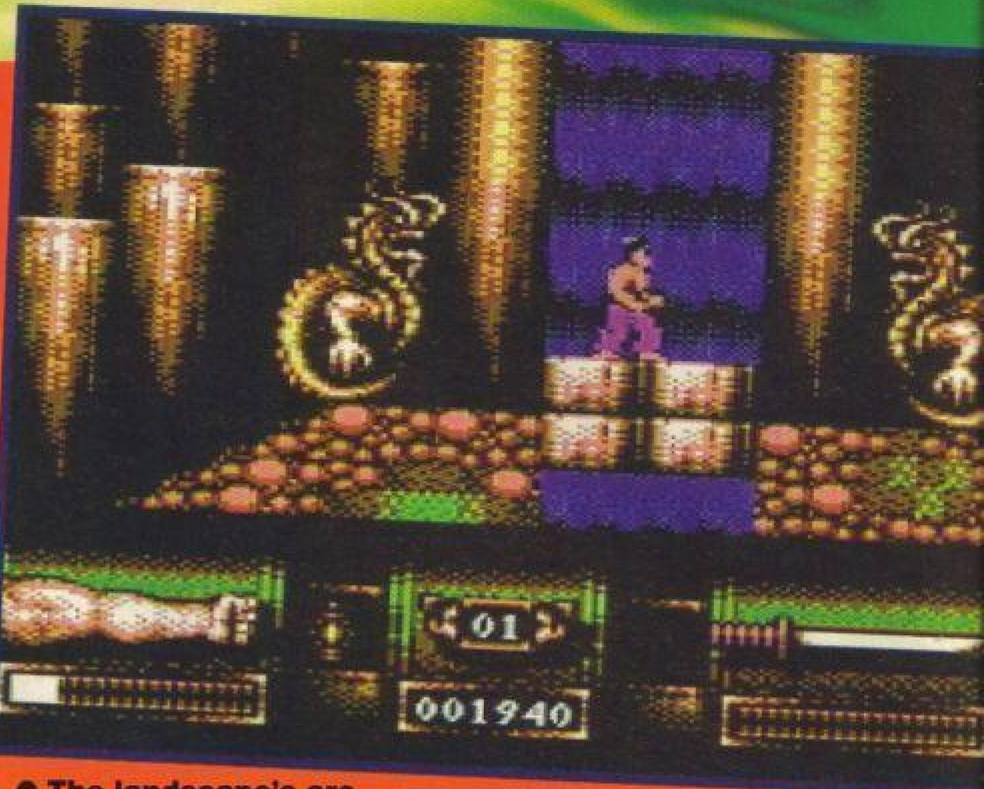


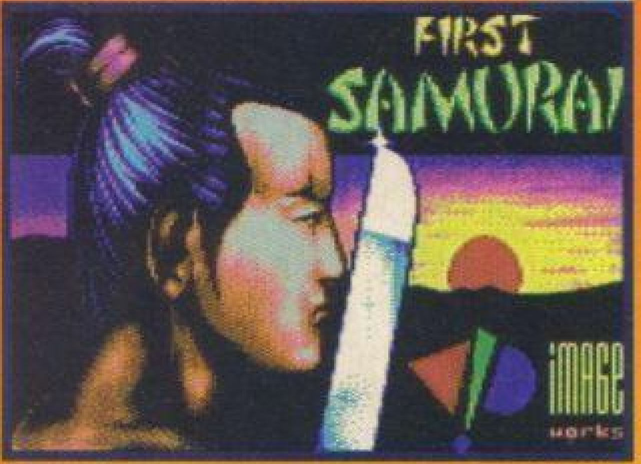
● The scenery flashes past as Samurai runs along the top of a speeding train. Well, it's one way of fare dodging!



● The landscape's are absolutely huge, with gorgeously detailed scenery. On enice touch is the way Samurai walks behind waterfalls.

COMMODORE FORCE HURRICANE HIT!

FIRST SAM



● Ubi Soft, £11.99 cassette, £15.99 disk

Who's tanned, muscular and athletic; heroic in thought and nature as well as being an all-round good guy? Well you can guarantee it isn't Ian Osborne for a start, and even Phil has been known to run away (unless he's fighting over his lunch). JAMES 'SKILLED' PRICE knows a man who is...

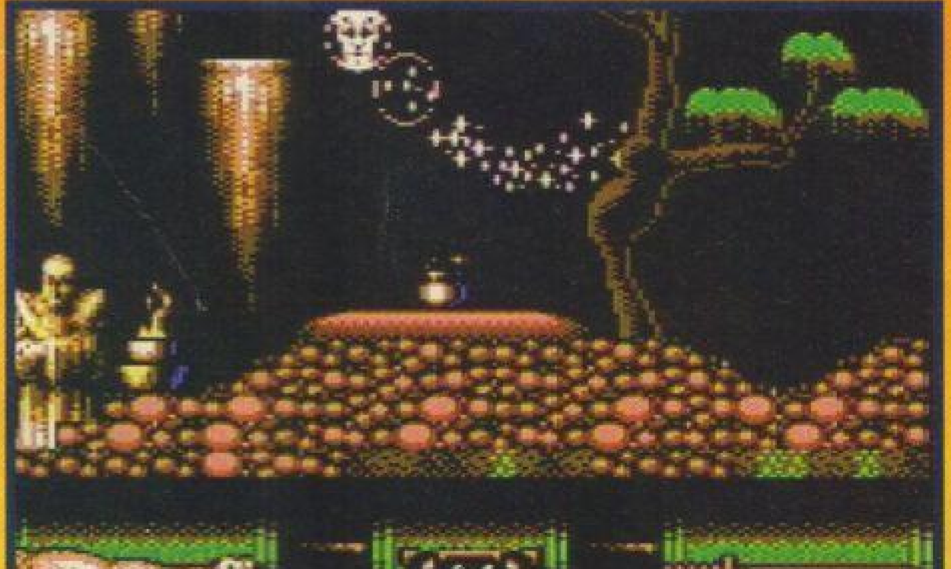
Once upon a time in ancient Japan lived a lowly tax inspector's assistant. He was a quiet and humble man — until he witnessed the brutal killing of his master by the evil Demon King. Vowing revenge, he donned his dashing Samurai gear and tried to follow the murderer, only to discover that the Demon had teleported far into the future. However, with the help of the powerful village wizard this problem was surmounted... and our hero was transported to 2323 AD.

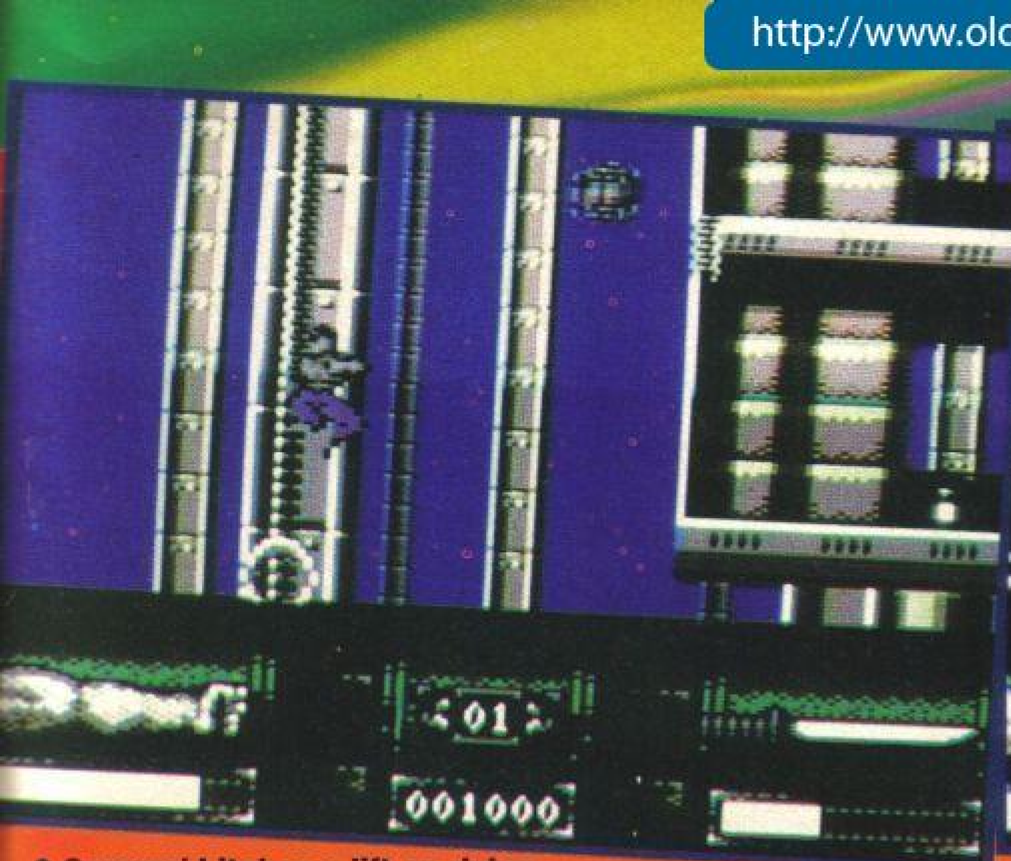
On arrival it soon becomes apparent that the Demon's presence has corrupted the local countryside, as his foul apparitions (solid in body but nightmarish in nature) have taken up residence and will stop at nothing until our hero is a charred pile of broken bones.

Which is where you become involved in this epic story. Mr Samurai (Sam to his friends) is as agile as an excited bunny rabbit on dextrine. Climbing walls, jump-kicking assailants and opening chests containing valuable artefacts are all actions performed with a fluidity rarely seen on an 8-bit computer.

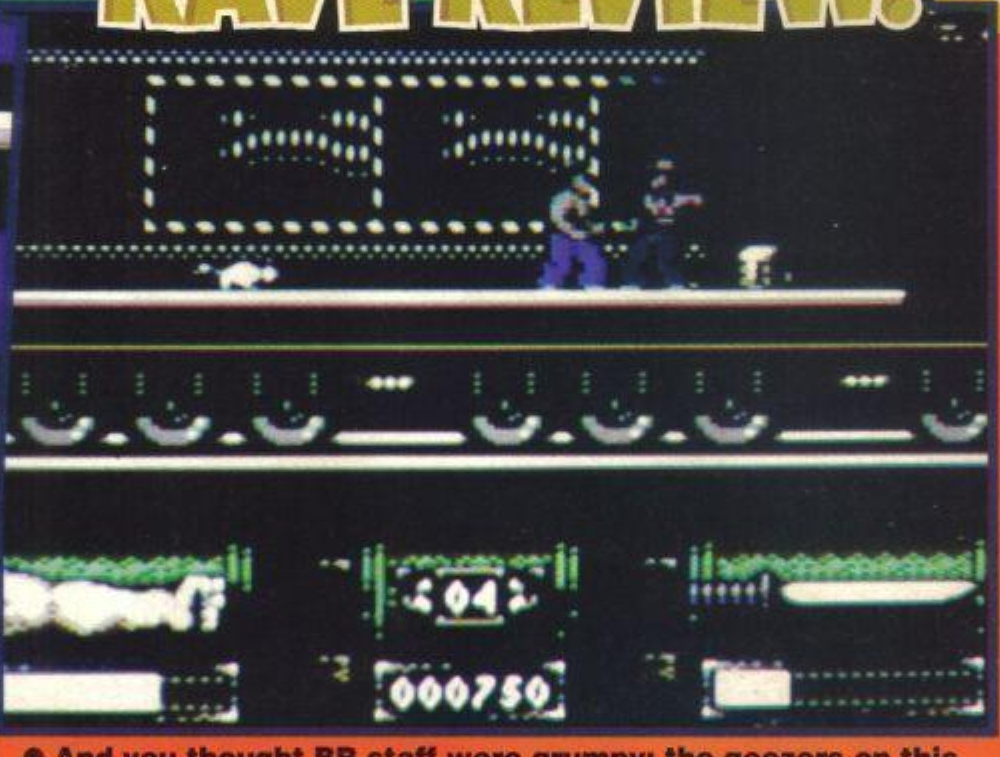
When Sam kills an enemy, its spirit leaves its body and can be absorbed by our hero, adding to his magical energy (depicted in bar form at the bottom right-hand area of the screen). When this bar reaches half-way, he's awarded a magical sword to use in place of hand-to-hand combat. This saves a great deal of wear and tear on his fists and feet (it looks pretty, too) and gives him greater reach in the killing of all things nasty.

More magic is required to get past certain obstacles. After collecting





● Samurai hitches a lift on rising elevators to climb up the Demon's skyscraper home. Must get chilly in those 'jama bottoms though!



● And you thought BR staff were grumpy: the geezers on this train are out to stamp you, rather than your ticket! Somehow you've got to make it to the driver and punch his lights out.

RAI

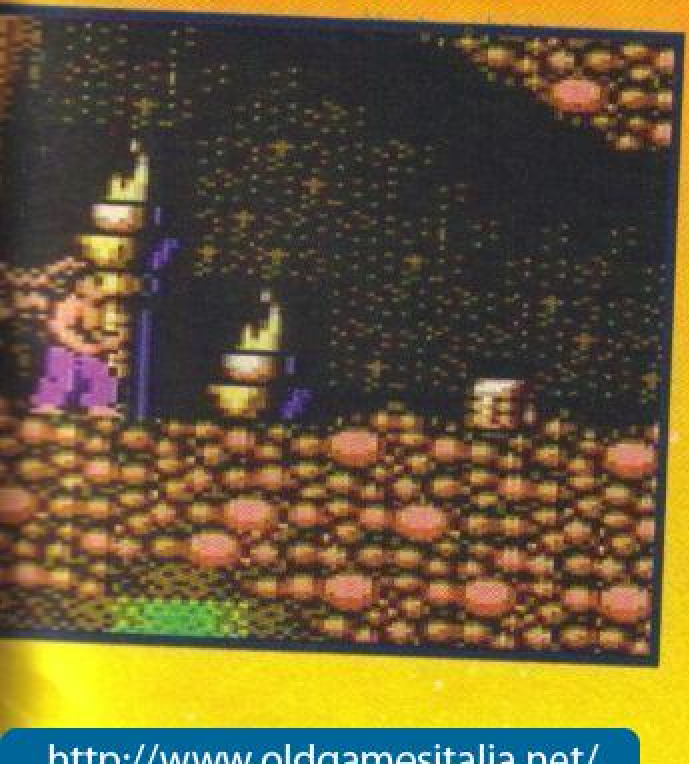
the necessary items, you need to summon the wizard (if you've enough magical energy) to help you through. For example, to traverse a huge ravine you need several logs so the wizard can build a bridge. This is followed by a confrontation with one of the huge superbaddies, ranging from a fire-spitting dragon to a massive mechanical piston.

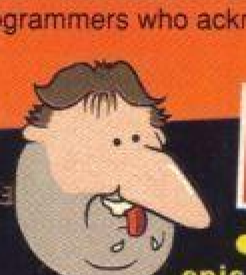
Anything Turri-can...

First Samurai is simply one of the best games I've played. The sheer volume of landscape to explore makes it fantastic in the lastability stakes; the inevitable multiload is well thought out, allowing you to stay on the last load rather than realoading from the start again. The inclusion of a password system also scores Brownie points — at last, programmers who acknowledge how frustrating it is having to slog through the same levels time after time.

If I had to make a comparison with any other game, I'd say *Turrican* is probably the closest, but *First Samurai* even beats that. I mean, how often do you get an 8-bit game with fight sequences on top of a moving train, scenery moving at a blur behind the combat, with the action moving at an ever more frenetic pace? The answer is, you don't. So long to the Sega Master System, NES and Game Boy — you've met your match in the form of a computer now approaching its tenth birthday; a computer that was supposed to die following the console rush. Long live the C64!

● Watch out behind you! Those flying demons sure sap your energy, but are easily despatched by a quick chop, or better still, a slash of your sword.





PHIL!

● At last, this arcade epic hits the streets. I remember seeing it several months ago. Then, the superbly animated graphics grabbed me by the throat, the HUGE landscapes knocked me flat on my back, and the incredibly compulsive action kicked me into submission. Sadly, the death of a certain Mr Maxwell plunged the Mirrorsoft/Imageworks software house into turmoil. It was soon snapped up by Acclaim, but for some reason *First Samurai* has finally surfaced on the Ubi Soft label. So, has it lost some of that initial impact? No way, José! If anything it seems even more playable, having proved its lastability beyond any doubt. As in *Turrican*, the main attraction is the flexibility of the perfectly animated hero. He jumps, punches, kicks, crouches, hacks with his sword (brilliant blur-line speed effect) and even climbs up walls. The huge play area contains many surprises, magical puzzles, power-ups, destructible walls, and impressive superbaddies (the Demon himself has to be seen to be believed!). Exploration is aided by the teleports which eliminate repetitive backtracking. But that's only the beginning: later levels add the variety of running along a moving train and hitching a lift on elevators in the skyscraper.

In short, not only is this one of the technically best games ever, it's also one of the most thoughtfully designed, the icing on the cake being the friendly multiload (several huge levels per load!) and password system. Utterly, utterly brilliant.

97%

JAMES! 97%

GALE WARNING

PRESENTATION	EXCELLENT MULTILOAD AND PASSWORD SYSTEM	95%
GRAPHICS	PHIL? ARE YOU SURE THIS ISN'T AN AMIGA?	97%
SOUND	GOOD SLASH AND BASH NOISES, FINE TITLE TUNE	88%
HOOKABILITY	I'M SUFFERING 'COLD TURKEY' RIGHT NOW!	96%
LASTABILITY	MANY LONG LEVELS MAKE FOR MANY MONTHS OF FUN	97%

FORCE FACTOR 97%

YOU COULD BE A MARTIAL ARTIST!

FREEBIE FORCE

Creating a quality magazine like COMMODORE FORCE is a real art, you know — the team are all well versed in their chosen martial disciplines. Phil's an excellent sumo wrestler, Ian's kendo is second to none (at least that's what we tell him — anything to stop him removing his mask), Steve would be a great karate fighter but his chin's a bit suspect, and Chris is a black belt at No Can Do — in fact he No Can Do anything!

But the champion martial artist on the Commodore Force team has to be James. At five o'clock every evening he 'chops' half an hour off his working day, when asked to do any work he 'throws' a wobbler, and the rest of the team wish he'd 'kick' the bucket. Champion material indeed!

Could you do as well? Do you know your chop from your suey? If you do, you might — just might — win a copy of *First Samurai*, a 97% Hurricane Hit reviewed this very ish! We've got 30 to give away, so there's no need to commit hari-kari if you've run out of pocket money.

And what do you have to do? Chop 50 slates in half with a single blow? Swat flies with a pair of *nunchuku*? Beat Phil in a belly-dancing competition? Nothing so easy — if you want a copy of *First Samurai* you're going to have to earn it! Match these martial-arts films with their famous stars:

30 COPIES OF UBI SOFT'S PHENOMENAL FIRST SAMURAI MUST BE WON!

THE MOVIES

A) Enter The Dragon
B) Kickboxer
C) Invasion USA
D) Police Story
E) China O'Brien

THE STARS

Cynthia Rothrock
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Jean-Claude Van Damme
Bruce Lee

Got that? Good — cut out (or photocopy) this coupon, fill it in, and send it to: *GET THE CHOP COMP, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.* And hurry up about it — entries arriving after 1 January 1993 will be kicked in the bin!

COMMODORE FORCE FIRST SAMURAI

● **I wanna win a copy of *First Samurai*!**

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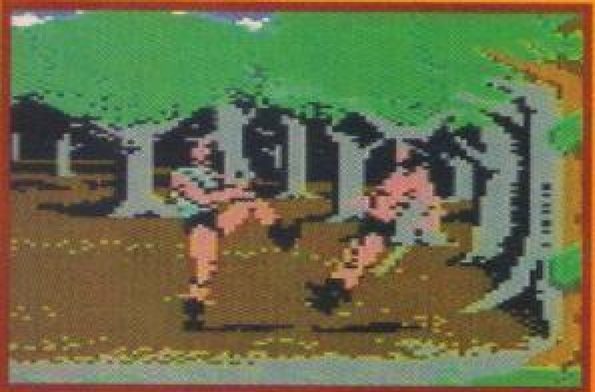
YOU LOOKIN' FOR

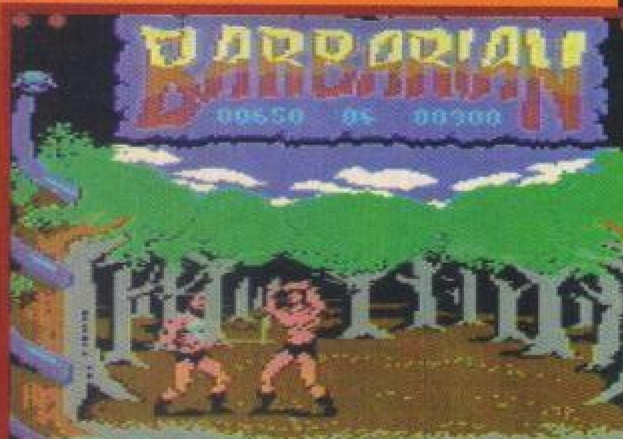
Rather than cover every beat-'em-up available (at least 70!), we decided it'd be a great deal more constructive to list the top 15 of all time. JAMES 'DID YOU SPILL MY PINT?' PRICE goes out asking for trouble...

BARBARIAN

Palace, Kixx

Whereas *Exploding Fist* had you pitted against rival competitors with bare fists and feet, *Barbarian* takes things one step further as you enter the arena with a huge broadsword. Hitting someone over the head with a large piece of sharpened metal tends to be a bit more satisfying than kicking their shins, so Barbarian scores brownie points in that respect. However, it loses credibility as the action is a little sluggish for a beat-'em-up — especially when compared with the lightning speed of *IK+*. If you enjoy seeing severed heads as opposed to bruised Ninjas, and don't mind a slightly sedate pace, *Barbarian* is well worth a swing.





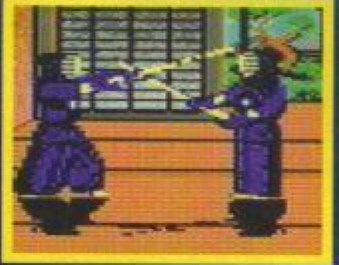
FORCE FACTOR 76%

BUDOKAN

Electronic Arts

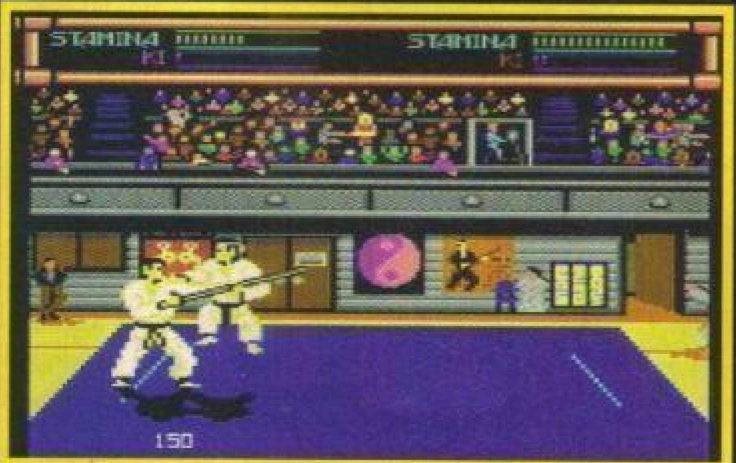
About 80% of beat-'em-ups rely on frenetic fighting action alone, with no strategic element added to engage anything more than your joystick arm. However, *Budokan* is a totally different kettle of fish, as the action involves practising the four different methods of combat, then entering a competition to pit your skills against computer-controlled opponents.

The strategy element enters the fray when you begin a fight. Wading in with fists flying may (just!) win you a round during the earlier stages of the competition, but later competitors are much more intelligent and will block clumsily executed moves. This is where you need to take things slowly, keeping your stamina as high as possible and searching for holes in your opponent's defence.



I have my reservations though, as the multiload is absolutely diabolical. Even on the disk version, waiting for the various sections to load seemingly takes forever.

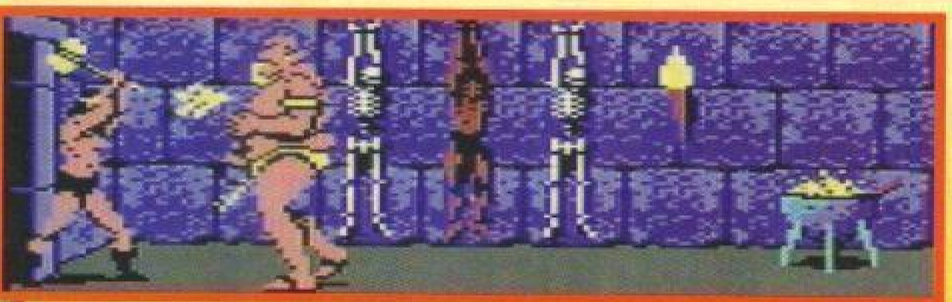
FORCE FACTOR 88%



DOUBLE DRAGON II

Virgin

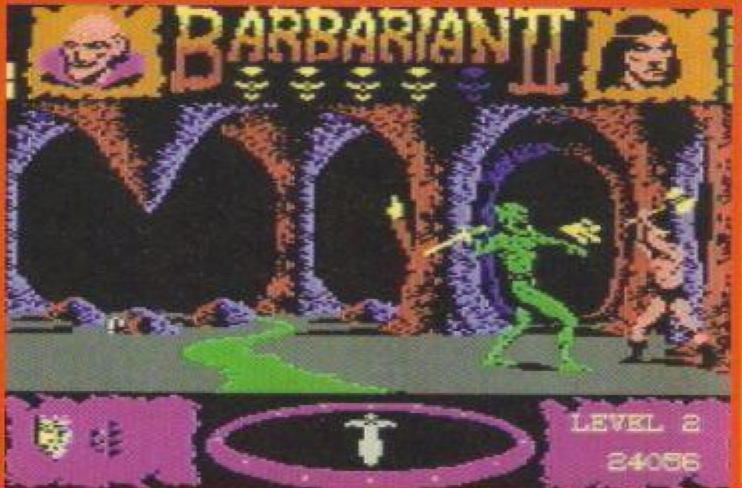
After the disaster that was *Double Dragon*, the sequel could only be (save for the mother of all disasters) an improvement. Luckily it is, with some violent-looking sprites hitting each other and falling over. Obviously, this holds as much attraction as ever. Punching sprites is a safe hobby because: (a) you don't get arrested for it, and (b) it doesn't hurt when they hit you.



BARBARIAN II

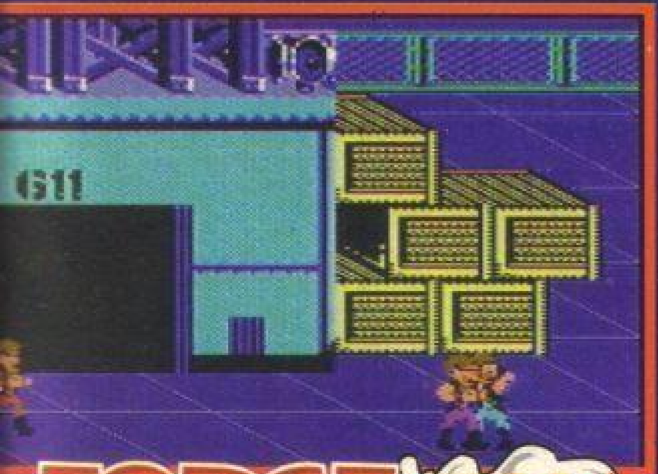
Palace, Kixx

The sequel to *Barbarian* incorporates an element of exploration previously lacking in most hard-core beat-'em-ups. Rather than waiting for your assailants to storm into the arena, you have to go and find them yourself. Sadly, this doesn't give you utter freedom (for example, you can't go round to their house and poo through their letterbox), but it *does* mean that you can run away should things get a bit too tricky! Another progression is the addition of a multiload. Four sections are included, each with different scenery and



A FIGHT, MATE?

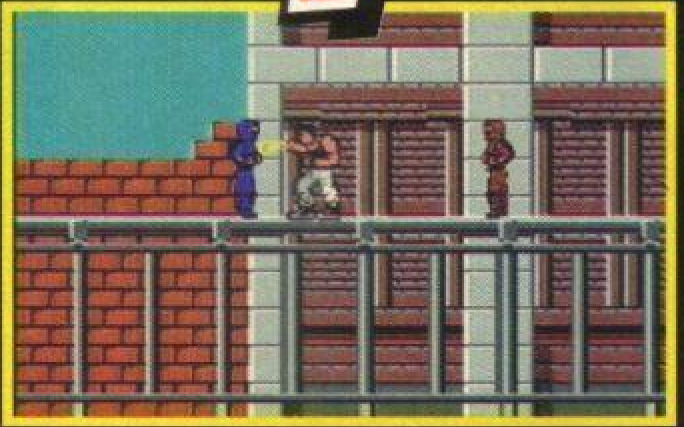
However, try the two-player mode and this soon changes as you can knock down your assistant as well, leading to all manner of scuffling and bruising. This is probably the better of the three *Double Dragon* games, which is why I'm just off to shoot Phil for chucking that crate at me for the seventh time… (I didn't mean to, honest! — Phil).

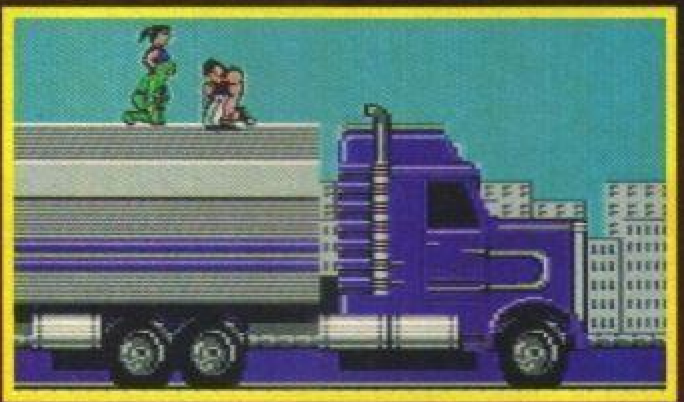


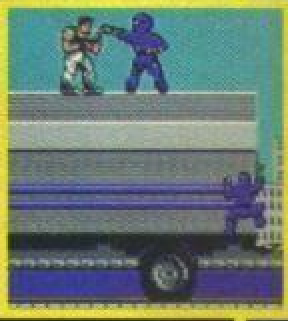
FORCE FACTOR 79%

DRAGON NINJA

Imagine, The Hit Squad







In Shropshire (my humble county) there's a place called Telford. It's quite a large town, so somebody somewhere decided it would be a good idea to build an ice rink because there isn't another one for miles around.

When was I was younger, every now and then I'd go over to Telford with friends to go on the rink. But after a few near-fatal falls I decided to spend my time in the arcade room provided in the complex. This is where I discovered *Dragon Ninja* (Get to the point, son — Ed).

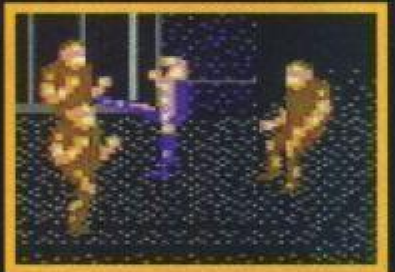
Unimpressed with the Speccy game, I didn't expect much from the C64 conversion either. But it turns out that *DN* on the Commodore is just about as good as it could be. The graphics are clear and colourful, the sound is atmospheric and the sprites (although occasionally sluggish) are well animated. Unfortunately, the two-player option is missing — it was this that really set the arcade machine out from the crowd. But this is hardly an essential element; in fact it's better to have a fast one-player game than a slow two-player.

FORCE FACTOR 80%

DOUBLE DRAGON III

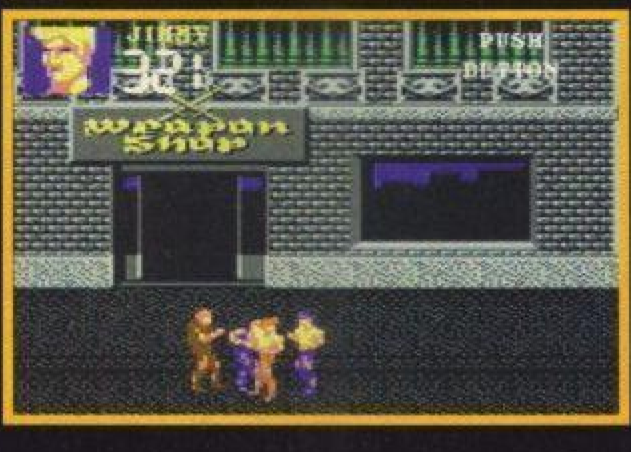
Storm

The *Double Dragon* trilogy has possibly had one of the most topsy-turvy plots to be seen in computerland. Billy Lee (the hero) has a girlfriend called Marion. In the first game she was kidnapped and so Billy Lee and friend set out to rescue her. After kicking people in all over the country, they eventually took her home. Rather than living happily ever after on her return, she was machine-gunned down by some more bad guys. The story continues: revenge… fighting… resurrection?



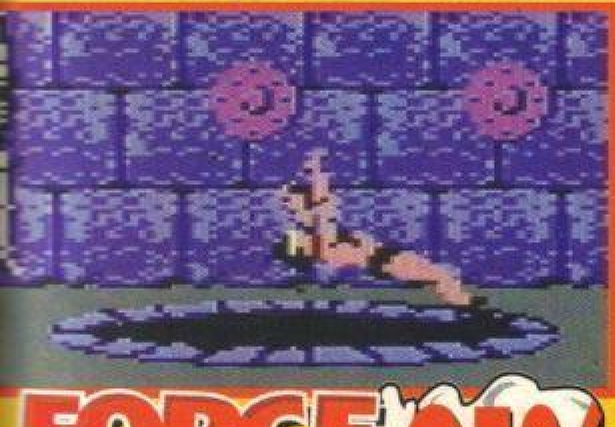
You see, in *DD3* Marion has come back to life, only to be kidnapped (again) almost instantaneously. Billy (being Billy) sets out to do his usual act — and kick the living daylights out of everyone until he gets his girlfriend back!

DD3 is plain good, even if the plot's a bit dodgy. The difficulty level is well pitched, offering a long-term challenge usually absent in games of this genre. The graphics and sonics serve their purpose admirably and, all in all, it's a fairly solid beat-'em-up.



FORCE FACTOR 70%

things to fight. However, unlike most multipart games you're able to stay on the last level loaded for as long as you wish without having to reload. Obviously this adds to the game tremendously and makes *B2* a massive improvement on its predecessor. If you haven't already got it, GET IT!

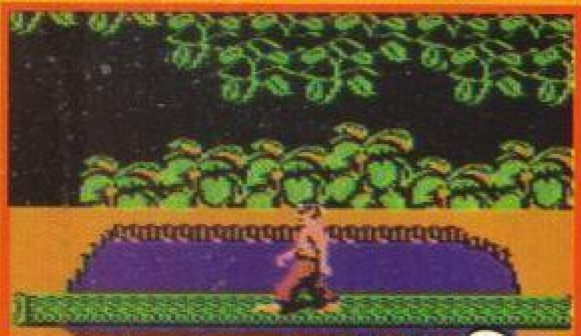


FORCE FACTOR 91%

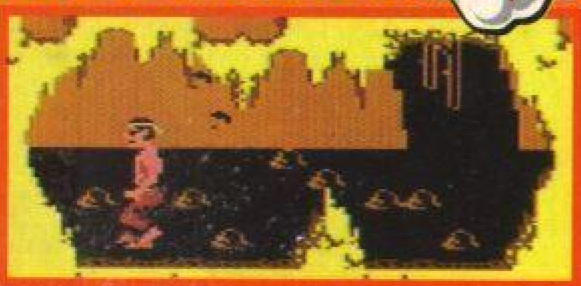
FIST II

Melbourne House

The people behind *Fist II* had a similar idea as the programmers of *Barbarian II*: to take the original fighting theme and inject it with an element of exploration. This worked very well in *B2* as you never went for more than 20 seconds without having someone to fight. Unfortunately, *Fist 2* lacks that fine tuning, as you can sometimes wander for minutes without encountering a single enemy. Obviously, the action hots up during the combat sequences, the animation being of the same high calibre seen in *Fist*. So, if you're the sort of person who enjoys looking for fights rather than avoiding them, *Barbarian II* would be the better option.



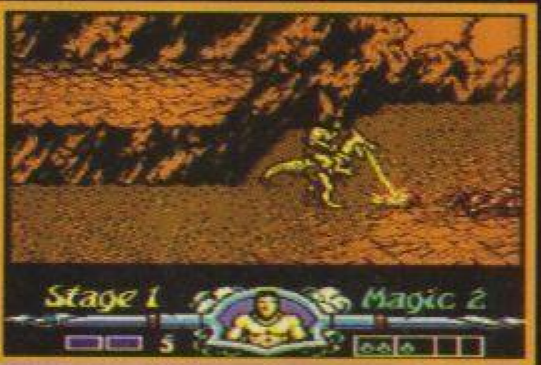
FORCE FACTOR 71%

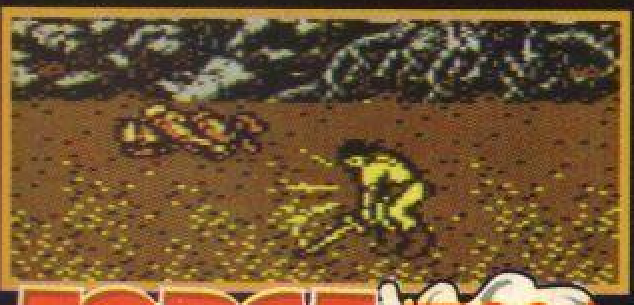


GOLDEN AXE

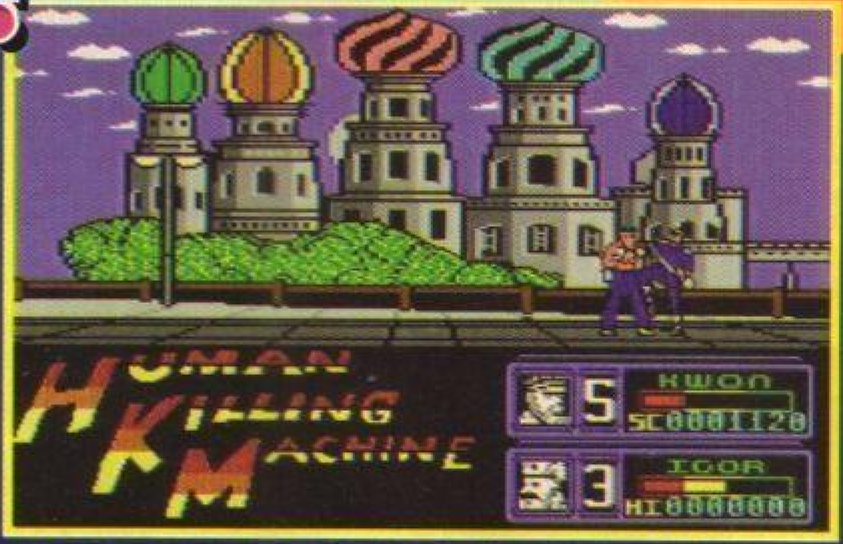
Virgin, Tronix

In many ways *Golden Axe* is not in the same category as the likes of *Fist* and *IK+*, as there are very few moves available to the player. While this can work in games such as *Ninja Warriors*, it tends to kill most other beat-'em-ups. Luckily, it doesn't quite do that with *Golden Axe*, but I'd have seriously thought twice before buying this at full price. Now on budget, it's an essential purchase — even just to see the excellent graphics and presentation.





FORCE FACTOR 73%

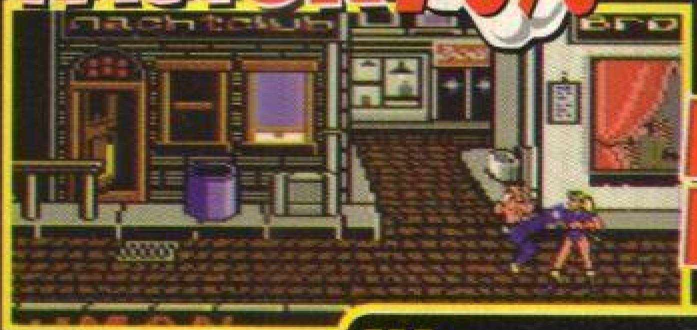


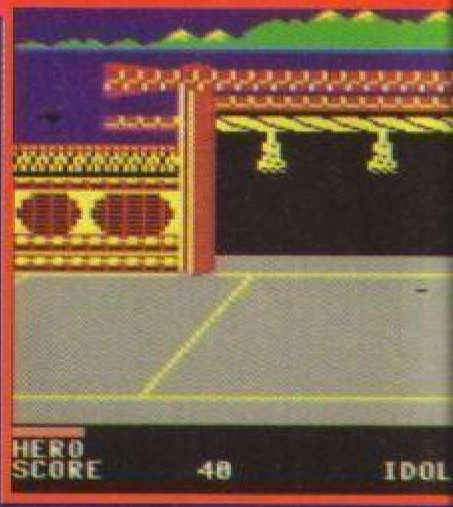
HUMAN KILLING MACHINE

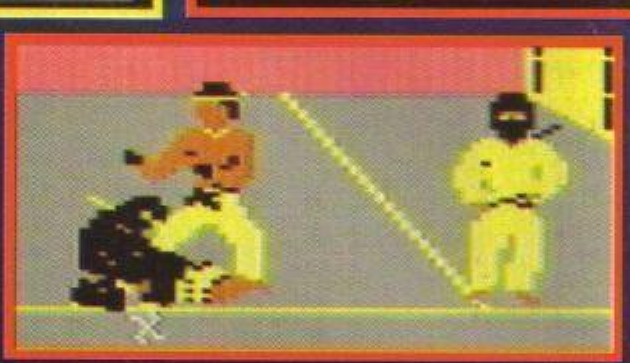
US Gold

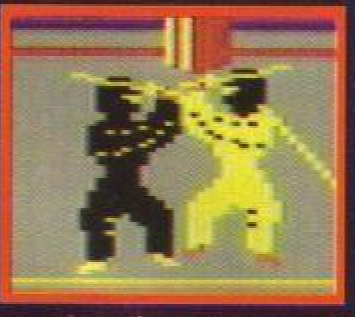
The problem with writing a beat-'em-up is incorporating a feeling of weight into the characters' movements. Now I know this may sound strange, but when you direct the joystick in *Exploding Fist* and hit your opponent with a roundhouse kick, you can actually feel that a move has been made. Sadly, this feeling is not present in *Human Killing Machine*. While the graphics and presentation are of a very high standard, the animation is on the sparse side… just as it was in *Street Fighter*. The action is fast enough to make this a viable purchase, but I recommend you try before you buy to avoid disappointment.

FORCE FACTOR 70%









NINJA

Entertainment USA/Mastertronic

This is probably the least well-presented and graphically incompetent game included in this feature — but strangely manages to be as compulsive as you could hope for! Your objective is to travel through the flickscreen multilevel landscape, collecting 'idols' while engaging in combat with warriors such as Evil Ninjas (very tough) and Thugs (mindless muscle-heads). Using the weapons made available to you along the way, you soon find the action hotting up and the poor quality of the sprites becomes unimportant.

Sadly no longer available, *Ninja* is still one of my favourite fighting games. If you ever stumble across it at a car boot sale snap it up.

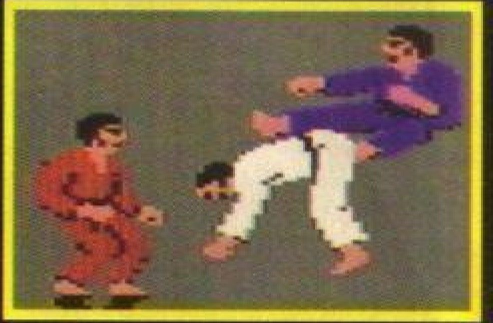
FORCE FACTOR 85%

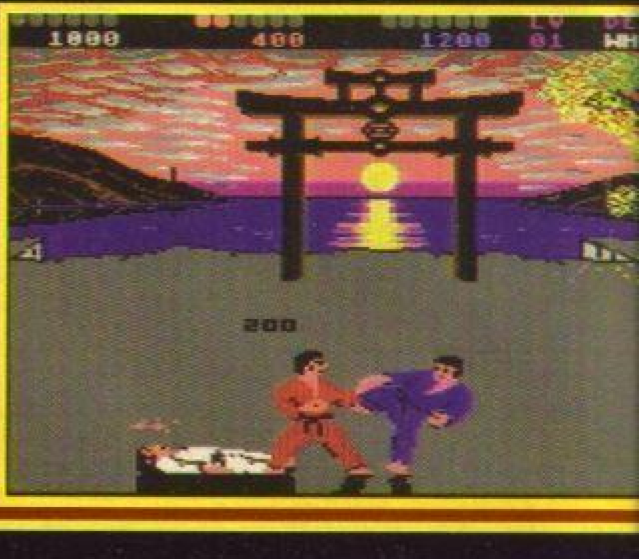
IK+

System 3, The Hit Squad

After the progress made by *Way Of The Exploding Fist* and *International Karate*, it seemed unlikely any programmer would be able to inject originality or new life into the beat-'em-up genre. *IK+* threw such scepticism against the wall, punched it in the head a few times and kicked its dog for good measure.

What makes *IK+* so revolutionary is the addition of an extra man. Whereas *Fist* and the original *International Karate* have only two competitors on screen, *IK+* has three, along with a few previously unused moves. Headbutting an opponent may not be





TARGET RENEGADE

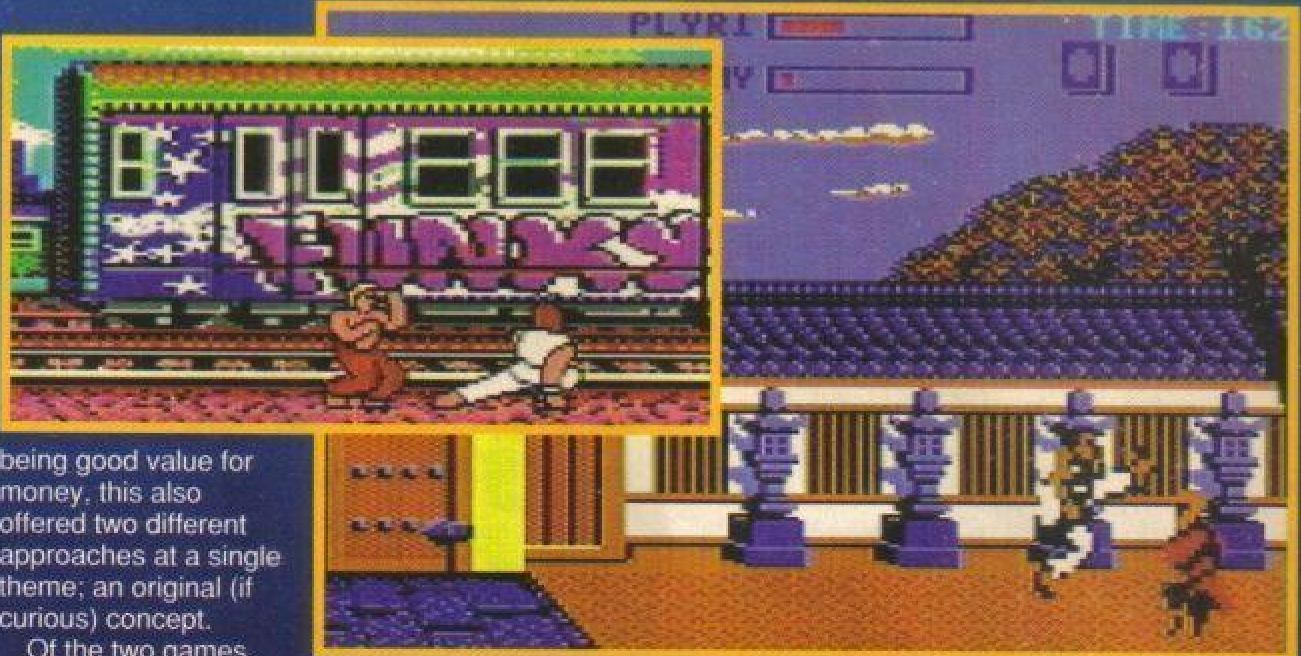
Imagine, The Hit Squad

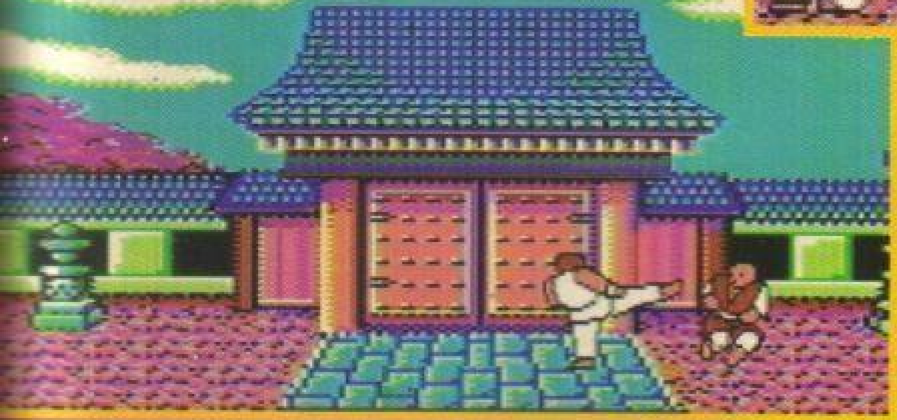
Ocean's exceedingly violent beat-'em-up was bought and enjoyed by many, and rightly so. From the moment the game starts you're subjected to hideous beatings from well-defined sprites all the way through to the final confrontation with Mr Big.

My only real gripe is the absence of a two-player option. It's this that detracts from what could have almost been the best fighting game available.

Close, but no cigar.

FORCE FACTOR 83%





STREET FIGHTER

US Gold, Kixx

Street Fighter was originally released with the American version on one side of the disk and the UK game on the other. As well as being good value for money, this also offered two different approaches at a single theme; an original (if curious) concept.

Of the two games, the UK version is better on playability (if not in graphics) because the U.S. version tends to be a little hard to control, leading to obvious frustration.

Street Fighter is a worthwhile purchase but there are better beat-'em-ups available for the C64.

FORCE FACTOR 73%

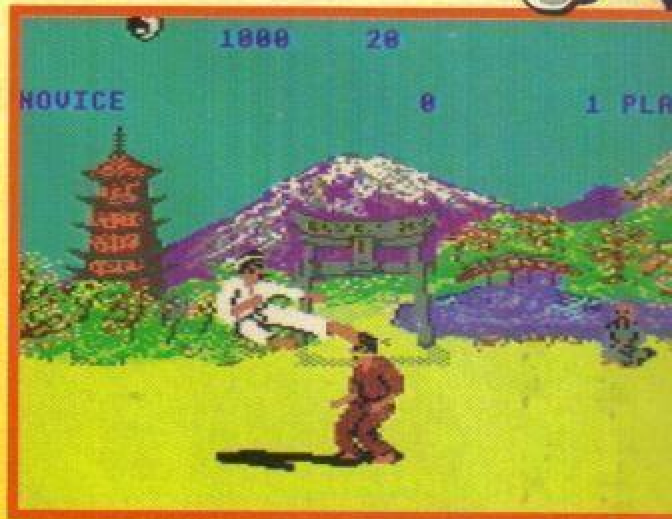
WAY OF THE EXPLODING FIST

Melbourne House

As *Exploding Fist* and the original *International Karate* are almost identical I thought it pointless to include them both. *Fist*, as well as being the better of the two, reigned supreme as *the* beat-'em-up for a long time, until the arrival of the superlative *IK+* pushed it into second place.

Your objective is as simple as it could be: you begin as a novice, and must advance through numerous rounds of combat until you achieve the elusive rank of Tenth Dan. However, unlike *IK+*, the action isn't broken up by the inclusion of subgames that (to some) can inhibit the flow of action. Graphically it's top-notch, while the digitised screams and thuds add an atmospheric element sadly lacking in many games.

However, it's with the two-player option that *Fist* excels. Smashing the living daylights out of a computer opponent is fun, but the thrill of ruining lifelong friendships on the strength of one solitary roundhouse kick has to be experienced by everyone if they wish to have lived a full life.



FORCE FACTOR 91%

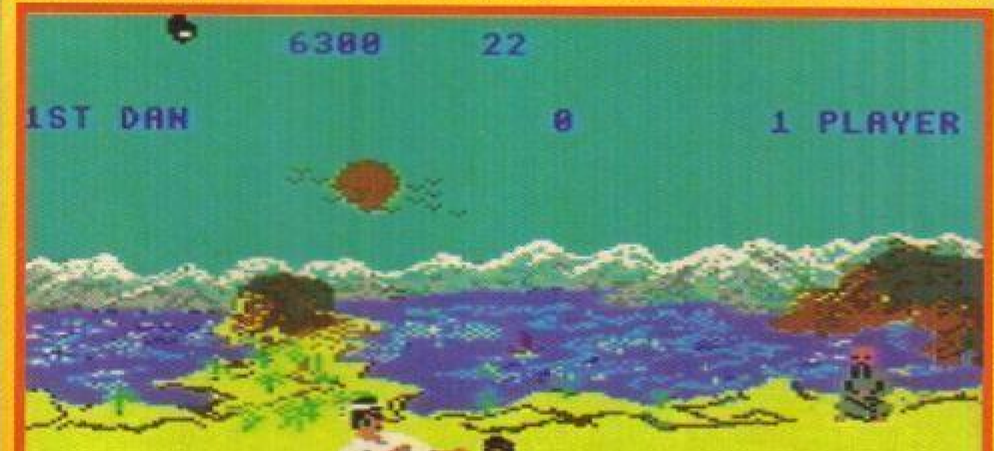
TOP 30 SCORES

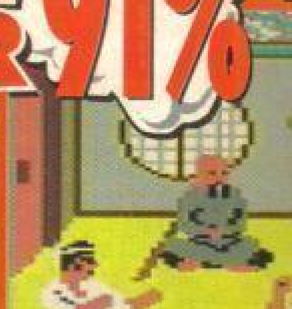
clean sporting practice but soon becomes essential unless you fancy a size ten up your left nostril.

Amazingly, the programmers still had enough memory (*IK+* being a single load) to include an excellent subgame where our hero deflects balls fired from both sides of the screen with a small round shield. It sounds unexciting (and is impossible to describe accurately in the space available) but really does work well, giving a welcome break from the frenetic fighting.

The game's numerous graphical touches, such as water rippling in the background, spiders dangling from scenery and your character's trousers falling down, all add to the general excellence of this product. If you don't own a copy then, believe me, now is the time to go out and get one.

FORCE FACTOR 95%





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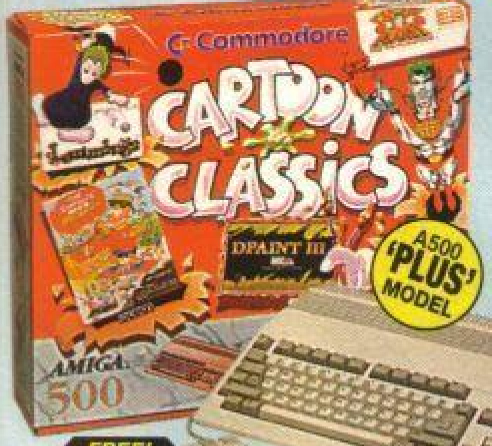

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MANGRAM'S MAIL BAG

At bloomin' last! I knew they couldn't do without me, these kids... So here I am: Lloyd Mangram, man of letters, philosopher of the people, agony uncle extraordinaire, hero of (get on with it! — Ed)... Well I'm back behind my letters desk, and there'll be a few changes, I can tell you. Like my pay, for one — it's disgusting! How can anyone be expected to live on what I get, and with food so expensive too? I can remember when you could see George Formby at the Palladium, go for a quick pint, catch the bus home, get some chips for tea and still have change from a shilling. Those were the days, eh...

TO BUY OR NOT TIB!

Dear Folks

I bought my son an 'Ultimate' disk drive by mail order from TIB plc of Bradford. I discussed with them the suitability of their machine for an 11-year-old. They were kind, considerate and helpful and assured us that the 'Ultimate' would do all the things my son required it to.

The games included on the utility disk were pathetic to say the least. TIB recalled the machine in January due to some bug in the interface, so it was February before we could try and get the 'Ultimate' to work for us — to no avail. We brought in a computer expert, but even he couldn't make the machine work. The only thing it does is play games. It won't even record my son's programs from tape to disk. The handbook is of little use to a child — and even I have difficulty understanding the instructions.

TIB at first were polite and helpful when we asked for advice, but when the problems continued they chose to ignore further communications. Trying to contact the director Steve Tranter is futile — if I phone I'm left on 'hold', letters sent by recorded delivery are ignored. I'm told by a member of staff that Mr Tranter is sorting out a lot of problems with the 'Ultimate'! After eight months of frustration and it lying unused we've returned it to TIB and await the next part of this long, drawn-out farce.

Have any of your readers experienced similar problems with the 'Ultimate'? TIB promised to keep customers up to date with available software — they were going to produce their own titles — but again nothing.

The whole business has turned into an expensive disappointment for my son because we were also encouraged to buy more disks, plus case, plus disk cleaner from the company.

Mrs P Simons, Exhall, Coventry

PS. We have taken the advice of Trading Standards.

● *And the saga doesn't end there. Just a few weeks later, the following letter arrived...*

LATER THAT MONTH...

I wrote to you regarding my problems with TIB plc and their 'Ultimate' disk drive which was the ultimate in mistakes. I thought you'd like to know we've now had a full refund. A cheque arrived for the full cost last Friday. I must admit I was giving up hope of any refund and was preparing to take action in the small claims court this week. I don't know what gave them a change of heart but they've apologised for the length of time taken to give a refund and mentioned the re-launch of the drive for the Christmas market.

I wonder if this response has come from my mentioning contacting you in my last letter? Well, it's done the trick — mentioning your magazine has obviously reached parts of TIB that none of my other letters reached. Thank you for your interest but I do wonder how many 'Ultimate' users have given up hope of their money back? How many people would be willing to fight a company for eight months for the refund?

Mrs P Simons, Exhall, Coventry (again!)

PS. TIB say there was a 'bug' in the interfaces supplied to them from Taiwan!

● ***TIB are indeed planning to re-launch their 3.5-inch disk drive, but at the time of going to press we've no idea when.***
LM

JUST A MYTH...

Yo guys

I read somewhere that *Myth 2: Dawn Of Steel* is being programmed. Have you heard anything about it?

System 3 have no plans to convert it to the C64.

Is there or will there ever be a *Spy Vs Spy 4*?

No and no, in that order.

My friend has an Atari ST and we argue about the playability and the loading time. We wrote to

HERE TODAY... CROM TOMORROW?

Right then Bash

Down to business. You said you prayed to me every night, but since then I've been monitoring your prayers — you haven't said a blimmin' thing! I was very angry with you at first, but now I've cooled off a bit. But I'm still considering your punishment — what about wrapping a galaxy round your throat, feeding you to the bug-blatter beast of Trall and reincarnating you as an amoeba, then destroying you with a quick squirt of Domestos? Well I won't do that as you wouldn't be able to print my letter then, but I might change my mind if you don't print it anyway...

While I'm writing this letter I might as well catch up on what's happening on the C64 scene. How do I complete the last level of *Navy SEALs*?

Write to the Tips Clinic — we don't give tips on the letters page.

Why does everyone get excited over adventure games? They're really crap! Please don't put any more on the covertapes.

Selfish oaf — loads of people like 'em, you know.

Where in the universe can I buy *Creatures* or *Turbo The Tortoise*?

For* Creatures *contact Thalamus at Unit 29, Riverside Business Centre, Victoria St, High Wycombe, Bucks HP11 2LT. The rights for* Turbo *were snapped up by CodeMasters after Hi-Tech went into receivership. It should be making an appearance on their latest compilation,* Super All-Stars*, soon.

Crom (human name, Seb Kennedy), Winchester, Hants

● ***Seb, you're a lucky man — if Bash read this you'd be hanging from Tyburn tree by your small intestine! How dare you pretend to be his god (a god that can't complete* Navy Seals*? Tish...), insult adventure games, and then threaten him to boot? You're either very brave or very stupid, but as the real Crom's probably turned you into a lightly boiled vegetable by now, I suppose it doesn't really matter.***
LM

THE BATTLE RAGES ON...

LETTER OF THE MONTH!

Dear Lloyd

It's my duty to tell you a story, not just any story, but one that will have you totally miffed. Long ago in a far away galaxy there was a planet called Magazinia. It had many people living on it, but they didn't always get on too well. The two main tribes were the Zzaptrons (also known as Zzapers) and the Formatters. There was a third tribe called the Crashers, but they lived too far away to fight.

The clever Formatters planted one of their own as leader of the Crashers, and her name was Lucevant (doesn't that name sound familiar?). The land of Crash soon fell, and while a few joined the Zzapers or Formatters, most went to a tribe called SU and were quickly forgotten. Lucevant became leader of the Zzapers, and proceeded in wrecking the tribe. The Zzapers started to lose, and I don't know what happened after that…

Now after that amazing story, could you answer a few questions? Is anyone going to convert *Knights Of The Round* to the C64?

Sorry — none of us have heard of it.

Why don't you do a section on tips for old games?

If anyone wants to send us some, we'll be happy to print them. Remember, you could win an Action Replay cart!

How about a 'Diary of a Game'?

It's on its way — honest.

Paul O'Brien, Cork, Ireland

● ***An interesting story Paul, and being the genius that I am, I can exclusively reveal what happened next… Steve Shields, who is actually the warlord Shee-tah from the planet Norvanshel, took charge of the Zzapers — the battle was long and terrible, but they snatched victory from the jaws of defeat.***

Inspired by their epic victory they founded a new city, which they called Commodore Forceville! Brighter, better and more blindingly brilliant than any other city, it opens its gates to welcome all.

LM

an ST magazine who said the ST loaded faster and played better (well they would, wouldn't they?), so we wondered what you had to say.

The ST certainly loads faster than the C64's tape drive, but playability comes from the software, not its host machine. And let's face it, do you really want to splash out anything from eight to thirty quid every time you want a new game? ST mags don't even have full games on the cover any more.

Is Phil really that fat?

Let's put it this way — when he walks past a window we lose two hours daylight.

Why does Steve's beard receive so much flak? I like beards, even if Steve's is crap.

Mate, you should've seen it! it was AWFUL! He shaved it off in a vain attempt to find his chin, so it's now getting revenge by clogging up his electric razor. To make matters worse, Ian's now trying to outdo him by growing the crappiest chinful of bum fluff I've ever seen.

So Nintendo are taking over Commodore? Is it true that…

Snip — let's nip this in the bud. The Nintendo/Commodore takeover was a stupid April Fool trick that half the stock market fell for.

Last but not least, tell James to sod off.

No, but I told him to get his hair cut! Flippin' ruffian.

Albert Shadwell, no (printable) address supplied

CRAP RRAP

I'm not writing to ask questions, but just to make a point and end up praising COMMODORE FORCE, even though it costs a hefty £4.53 over here in the land of saints and scholars. A few minutes ago I was picking through my old, crap budget games (well at least I think they're crap) — you know, the ones your aunts and uncles get you. They buy the game, thinking it's brilliant because it's got 'not to be missed' or 'fantastic game' plastered across the inlay. My point is this: why should software companies be allowed to get away with this? Take *Harrier Attack* from Encore — on the cover it says 'fast and furious in-flight manoeuvres' and 'excellent flight simulator'. It's one of the worst games I've ever played. This sort of thing shouldn't be legal as it's false advertising.

Robert Byrne, Co Kildare, Ireland.

● ***Sorry about the high price of our illustrious mag in the Emerald Isle. We can't do anything about it as the Irish pay VAT on books and magazines, but we lucky British don't — write to your MP, or better still take out a subscription and save a fortune! You shouldn't believe everything you read on cassette inlays, as they're designed to sell, not to tell. The best way to avoid crap games is to check out the COMMODORE FORCE review before you buy, and maybe drop a few helpful hints when the relatives are round.***

LM

PERTINENT QUESTIONS — NOT!

Dear Lloyd

I've never written before and I'll probably never write again (no, I haven't just learnt to write and I'm not about to lose my hands), so please print this letter. Here are some questions:

Where can I get a copy of *Racing Destruction Set*? It looks just my sort of game.

I TOLD YOU SO

Dear Folks

I might be slightly out of date, but I must say the language in your mag. is a bit ripe to say the least. I just can't see the point in swearing.

Onto the compliments. May I say what an ace, cool, rad excellent, heinous, great, perfect, exceptional, simply-the-best magazine you've got. Its colourful design and great reviewers almost make up for the swearing. And the covertapes… they're brilliant! Cheers!

Stephen Horn, Canterbury, Kent

● ***Stephen, you can f… no, I'd better not! Yes, you're a wee bit behind — there's no smutty jokes or pointless swearing in COMMODORE FORCE! If anyone uses a naughty word, they have to put a quid in the Lloyd Mangram swear-box. At the end of each month I count it up and pocket it — well, I have to supplement my meagre wage somehow, don't I?***

LM

HE KNOWS, YOU KNOW...

Dear Lloyd

A while ago (Issue 89) someone wrote to ask if Manfred Trenz was making a *Turrican 3*. If you finish *Turrican 2* and read the credits, you'll notice that Trenz says 'this will be my last game', so obviously there won't be a *Turrican 3*.

And now for a few questions…

1. Will *Sonic The Hedgehog* ever be available on the C64?

NO! Sega are very protective of their blue buddy, and refuse to license any conversions. If you want to play Sonic you'll have to buy a Sega, which is of course exactly how they want it.

2. What happened to Commodore Power?

It went 'pop' — I suppose you could call it a Power cut!

3. Is the Amstrad better than the Commodore?

Is Phil anorexic?

4. Do programmers do their programs in BASIC?

Has Steve got a Jimmy Hill chin? Of course they don't, they use machine code!

5. Is there a film of *RoboCop 3*?

It'll hit the silver screens around Christmas time.

M+T TIBERS

Dear Lloyd
I'm not going to waste time going on about how your magazine's great. Instead I'd like to talk about your reviews.

What's the point in having two or (in the case of *Nobby The Aardvark*) three reviewers to a game? I mean, if one person said a game's great and another said it's crap, who do we believe? And if they all agree, what's the point?

Also, I like your ratings box as it breaks down the most important parts of a game, but why don't you tell us about multiloads too? Many a time I've thrown a good game out of the window because it's got a hideous multiload!

David Murphy, Cork, Ireland

PS. call this letter 'M+T Tibers' *(why? — LM)*.

● ***Hmmm... an interesting point about reviews, but I'm not sure I agree. Having two reviewers per game means the readers get two opinions to chew on. If we disagree about a game (and this does happen occasionally) it's up to the reader to look at the reviewers' comments and decide for themselves which one they agree with. Let's face it — if only one person had written the review, you'd have no choice at all about who to believe! Thanks for bringing it up though: constructive criticisms are always welcome.***

As for multiloads, we agree they can be annoying — if a multiload's a major pain-in-the-whatsit we'll mention it in the body text in future. Promise.

LM

STREETFIGHTER WHO?

Dear Commodore Force
Please (X 1000) could you beg the programmers of *Streetfighter 2* to release the game on cartridge. I believe it would be the biggest selling Commodore cart ever!

Alas, no. Fewer and fewer software companies are supporting cartridges these days, and US Gold have never done so.

Is there an Amiga emulator for the PC?

No, and there never will be — the Amiga contains too many custom chips. An emulator would be at least as expensive as an Amiga.

How about some classics such as *Nemesis* on the covertape? *Cops* was the best reader game ever!

Wait and see — we've got some cracking games lined up.

How can I get...

SNIP! I'm fed up of being asked how to get hold of this game or that game. The answer's always the same — check out the Forcefield Plaza! Not only can we get you ANY game that's currently available, we'll also get it a little cheaper!

Finally, could you print a sort of scanner telling us when games are going to be released like the one in a certain other mag? Theirs is hopelessly inaccurate.

No. Release schedules change so much that unless a game's almost finished, it's impossible to predict when it'll hit the shelves. Besides, what's the point of publicising a game that won't even be previewed for at least six months? Far better to wait until you've got something useful to print, methinks!

Well that's about all, but as a famous person once said, 'I'll be back!'

Chris Patton, Bangor, Northern Ireland

Sorry, it's been deleted — your only hope is to try second-hand software dealers or car boot sales.

What happened to 'Your Commodore'? It disappeared off the face of the Earth.

Didn't it just? And let's face it, who cares?

Last and most definitely least, I'm thinking of getting an Amiga soon, and keeping my Commodore 64 as well. What's the best Amiga mag around?

For the gamer, there's only one magazine — AMIGA FORCE! Packed with reviews of the very best games, terrific tips and brilliant cheats, this is the only magazine you'll ever need.

Goodbye now, I have to go back to playing the brilliant *Motor Mania* by Audiogenic.

Ed (not as in editor)

● ***Here's another plank who didn't put his name and address on his letter. Good job he's not getting a prize, isn't it?***

LM

003.5

Dear Lloyd
I love the way you give two different opinions of each game instead of just one. It gives a more honest opinion of the game.

Glad you like our review system — just goes to show you can never please everybody! What do other readers think?

Are there any more decent platformy shoot-'em-ups like *Midnight Resistance*?

Check out* Navy SEALs*,* RoboCop 3*, and* Total Recall*.

Can you transfer a tape game to a 3.5-inch disk using the power cartridge, or any other method? And will Flair be putting *Elvira 2* on 3.5-inch disk?

You can transfer any unprotected game to 3.5-inch disk, but protected games are harder — you'll need an Action Replay cartridge, a cartridge splitter (device used to get two carts in the cartridge port), and permission from the copyright holders. Due to reliability problems with the interface the drive won't be available this side of Christmas, so we'll have to wait till then to see what software support it gets.

I've got *Creatures 1 & 2*, but the first game crashes every time I load it. I've tried adjusting the tape heads but nothing works.

Try sending it back to the software house then.

Finally, is there any chance of putting a decent racing game or beat-'em-up on the covertape?

Check out this month's Continental Circus *for rip-roaring racing.*

Richard Wheeler, Bradway, Sheffield

RUNNING THE GAUNTLET

Dear Lloyd
Could you please help with a small problem? I ordered *Gauntlet 3* direct from US Gold in February of this year, and I haven't had anything yet. I've written several times to US Gold concerning this matter and the only response I got is 'it hasn't been released yet'. C'mon, the review appeared 17 months ago! What should I do if I don't get it? Please print my letter!

Mikael Heinrichs, Finland

● ***We spoke to US Gold marketing supremo Danielle Woodyatt, and were told that because of the delay in getting the game into the shops it'll go straight onto Kixx (US Gold's budget label). The problem's with the code — they can't get it off the development system and onto tape/disk, and the original programmer (who presumably could) has been desperately ill. Ring Leigh Whitehead at US Gold (021 625 3366) and she'll sort something out.***

LM

6. What's the address of Thalamus?

Check out Seb Kennedy's cheeky little missive elsewhere in this column.

7. What is machine code?

A programming language that can be understood by computers. Before a computer can 'use' a program written in BASIC, COBOL, C, etc, it has to translate it into machine code, which slows it down considerably — machine code is tougher to learn, but runs much faster.

9. Who's doing *Streetfighter 2* and what's their address and phone number?

US Gold, but I don't think they'd appreciate sackloads of letters and countless phone calls asking when it'll be ready.

10. What has the better graphics, the Amiga or Super Nintendo?

The SNES has more colours, but the Amiga runs faster. And let's face it, do you really want to splash out up to £50 every time you want a new game?.

Clom de Cleir, Limerick, Ireland

● ***That does it — that's the last long list of questions we'll be printing. Let's have some pertinent insights into the Commodore scene, witty C64 anecdotes, complaints about the state of the roads outside your house, ANYTHING except question after question after question.***

LM

EVER BEEN 'AD

Dear Lloyd
I find it very strange that no-one advertises the C64 computer in your magazine. Amiga and Atari are advertised every month! In order to increase your circulation I would've thought your mag would sell them, preferably with a disk drive, as this is one area where the Commodore 64 wins out over other computers. Tape loading should be extinct — disks are easier, faster, and usually 100% error free.

R Foster, Sheffield
PS. Do you know where I can get a disk version of MicroProse's *Pirates!*?

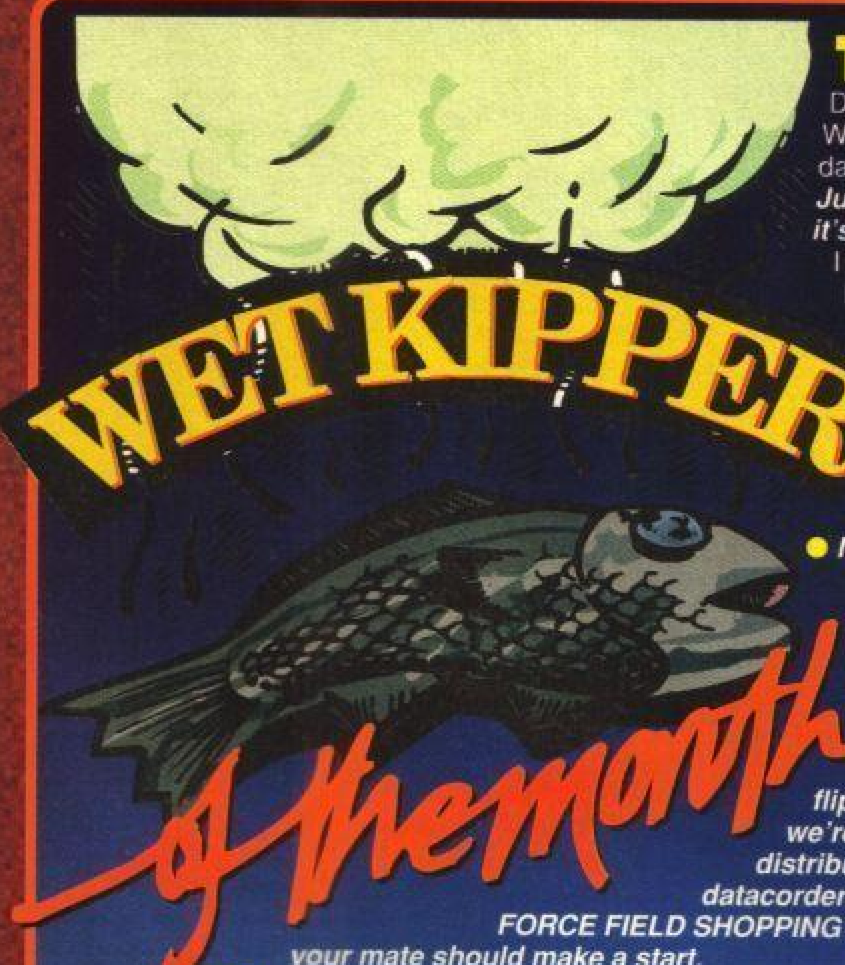
● *No, but the cassette version's coming out on the Kixx budget label soon.*

Regarding advertising, it's up to the companies who place the ads to decide what they advertise — we have no control over it! Besides, what's the point in advertising a Commodore 64 computer in a Commodore 64 magazine? All the readers have one anyway.
LM

MUSIC TO HIS EARS

Dear Lloyd
I recently purchased a Commodore 64, and have tried to purchase a music composer cartridge to go with it, but there aren't any in Ireland. I would be grateful if you could give me the names and addresses of retailers in the UK where I could get one.
Jonathan O'Conner, Co Cork, Eire

● *What's a 'composer cartridge' when it's at home? You've got us completely stumped on that one, but Datel Electronics produce a number of hardware music utilities for the C64. They can be contacted at: Govan Rd, Fenton Industrial Estate, Fenton, Stoke-on-Trent, England, ST4 2RS. Tel — 0782 744 707. If it's a keyboard sequencer you're after, check out the Forcefield Plaza.*
LM



TAPE TRUBS

Dear Lloyd
Why did Commodore stop putting the datacorder with the C64?
Just for the record, they ran out — it's as simple as that!
I got a Commodore for my birthday, but there was no datacorder with it. Could you send me one please? You're my only hope!
John Paul Cawley, Co Sligo, Ireland
PS. Please print this letter, as I've bet my friend a fiver you will.

● *Now is that wishful thinking or what? Yes of course you can have a datacorder John, we're up to our elbows in 'em here! And while we're at it, we might as well throw in an Amiga, a couple of Mega Drives, Phil's desk, James's wig and the flippin' kitchen sink! Get wise — we're a magazine, not a hardware distribution charity. If you want a datacorder, save up and buy one from the FORCE FIELD SHOPPING PLAZA. The fiver you just won off your mate should make a start.*
LM

LAST REQUEST

Dear Commodore Force
Your mag. is really ace and brill. Now can I ask a few questions?
What? Oh all right then — but this really is most definitely the last list of queries we print — ever!

1. What's the cheapest printer for my C64, and where could I find it?
Phone Silica Systems on 081 309 1111 for price and compatibility details.

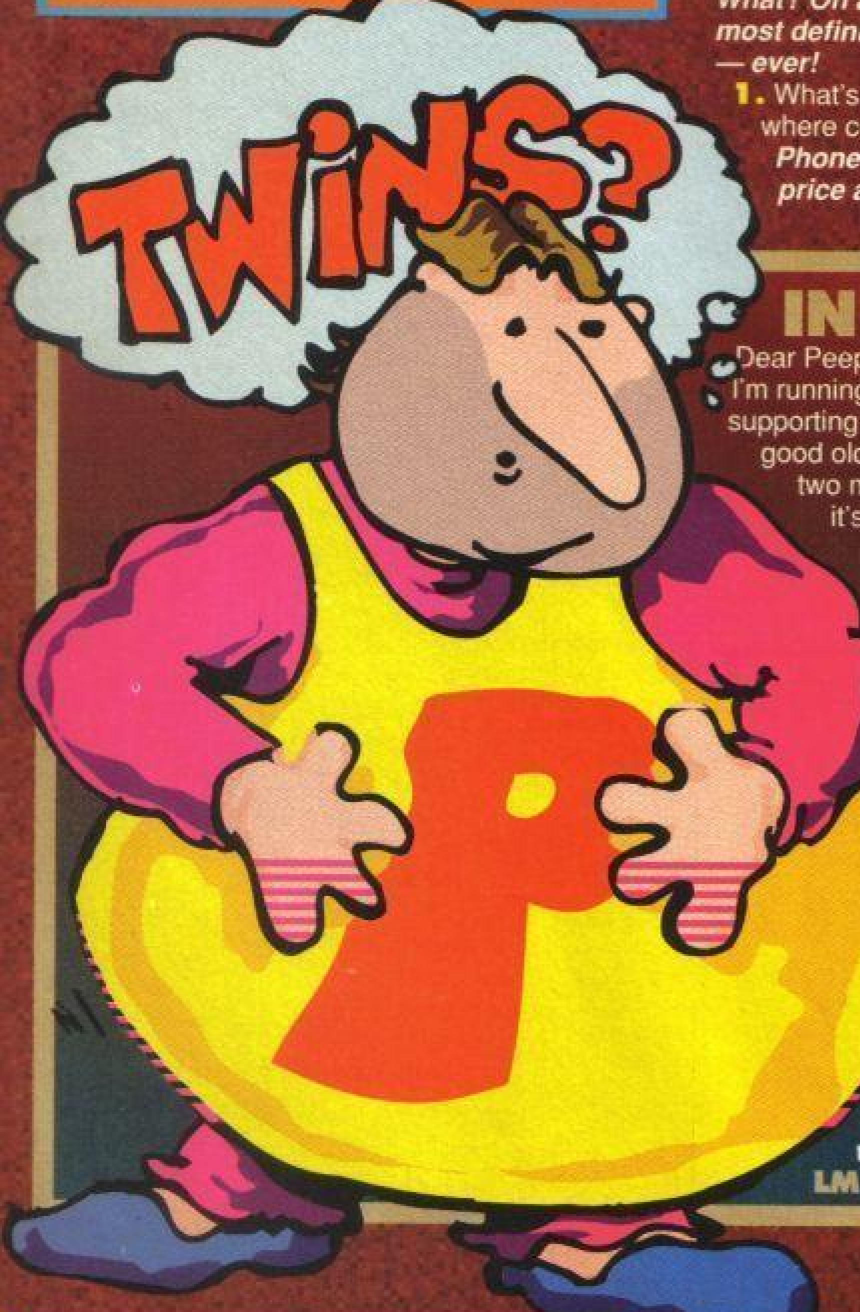
2. Most people at school think the Spectrum is the computer with the best graphics. I say they're wrong and the Commodore's better. Who's right?
You are, of course! If your friends don't believe you, take them into your local newsagent and compare the screenshots in COMMODORE FORCE with the ones in Spectrum mags.

3. Could you please review the *3-D Construction Kit* as I'm thinking of buying it.
It's too old for a COMMODORE FORCE review, but I can tell you it's a great utility for Freescape fans.

4. What do you think is the best 3-D game? *Castle Master*?
Without a doubt — especially as it's now out on budget.

5. Umm…
Er…

That's about all for now — keep up the good work.
Matthew Hopkinson, Bude, Cornwall



IN THE CLUB

Dear Peeps
I'm running a club for Commodore users, supporting the C16 and C128 as well as the good old 64. We publish a magazine every two months, and would like to know if it's OK to review games in our magazine. Please publish this letter and if anyone wants a copy of the mag. send a SAE to: David Griffiths, 10 Chichester Avenue, Netherton, Dudley, W Mids DY2 9JJ.
David Griffiths, Dudley, W Mids

● *Of course it's okay to publish games reviews — as long as you don't break any laws, why shouldn't it be? If anyone wants a copy of David's magazine, drop him a line. He didn't send us a copy (hint, hint) so we can't tell you what it's like.*
LM

Ah, what a satisfying feeling: there's nothing like answering your letters. So to make sure I can do it all again next month, send your missives to *Lloyd Mangram, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.* Pleas to the Ed for a 'Lloyd pay rise' will be especially welcome!

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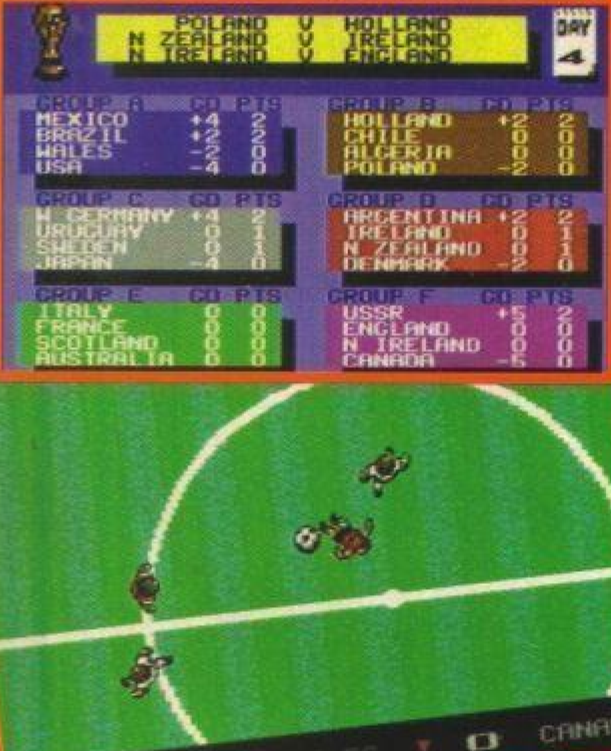
GREETINGS TO: MAD, BETRAYER, FLIMBO, TLF, HELLRAISER, UNCLE X, FEEKZOID, THE CHIEF, ANDY (DUSTCART) ROBERTS, JOHN WELLS, FROSTIE, MARTIN (RESPECT) SCULLY, STIMPY & SMOKIE/64 EXPRESS, ALF YNGVE AND ALL MY OTHER CHUMS AND CONTACTS IN THE SCENE!

ARE YOU THE NEXT GAZZA?



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        POLAND     V   HOLLAND               DAY
      N ZEALAND    V   IRELAND                4
      N IRELAND    V   ENGLAND

GROUP A      GD PTS      GROUP B       GD PTS
MEXICO       +4  2       HOLLAND       +2  2
BRAZIL       +2  2       CHILE          0  0
WALES        -2  0       ALGERIA        0  0
USA          -4  0       POLAND        -2  0

GROUP C      GD PTS      GROUP D       GD PTS
W GERMANY    +4  2       ARGENTINA     +2  2
URUGUAY       0  1       IRELAND        0  1
SWEDEN        0  1       N ZEALAND      0  1
JAPAN        -4  0       DENMARK       -2  0

GROUP E      GD PTS      GROUP F       GD PTS
ITALY         0  0       USSR          +5  2
FRANCE        0  0       ENGLAND        0  0
SCOTLAND      0  0       N IRELAND      0  0
AUSTRALIA     0  0       CANADA        -5  0
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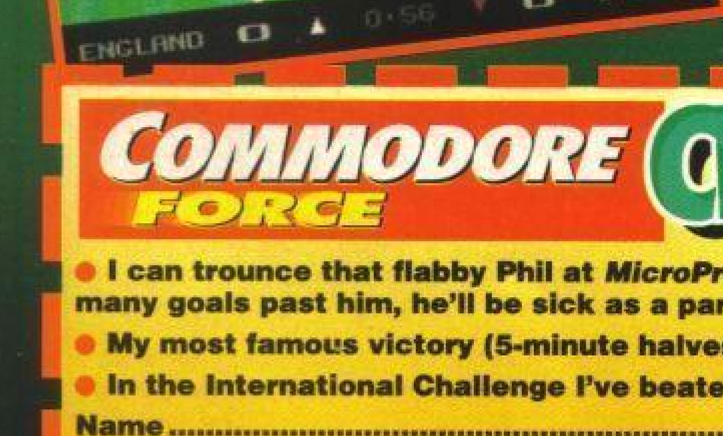


Greetings earthlings. Do you eat joysticks for breakfast? Is no computer game too hard? Do you cruise through the levels like a hot knife through butter? Reckon you can thrash one of the COMMODORE FORCE reviewers?

Well, now's your chance. That foolish flab-mountain, Footy Phil, reckons he's top of the league when it comes to *MicroProse Soccer*. With his tough tackling, dexterous dribbling and bendy banana-shots, he's trounced the Ed more times than even he's had hot dinners! Quite frankly, the lard-tub's continual gloating has made me so sick that I was about to wipe the smile off his face with my Suckomatic probe. Then, the Ed came up with an ingenious alternative: get a reader to achieve the same result by beating the walking pork pie at his favourite footy game.

If you're chosen for this great honour, we'll pay your travelling expenses and supply free refreshments (including orange squash at half time!). You can even bring along a friend (if you're over 18, otherwise we must insist you're accompanied by a parent/guardian) — we'll pay their expenses too! And, after I threatened to lop off his head with my laser sword, the Ed promised to give you both some COMMODORE FORCE goodies, too.

You'll have to be good, though, with all the skills of Gazza, Bobby Charlton, and Pele rolled into one. To enable me to determine the best candidate for the job, I need to know how far you've got in the International Challenge, and your best victory over a top team (Germany, Brazil, etc — not Oman!). Just fill in the form below and send it to *FOOTY CHALLENGE, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW*, to reach us by 10 December at the latest (the challenge will take place in our March issue).

And don't even think of falsifying your footy achievements: challengers who fail to live up to their promise will get an awful lot more than just a gammy knee!

COMMODORE FORCE CHALLENGE!

- **I can trounce that flabby Phil at *MicroProse Soccer* any day. I'll knock so many goals past him, he'll be sick as a parrot.**
- **My most famous victory (5-minute halves) is .... against ....**
- **In the International Challenge I've beaten ....**

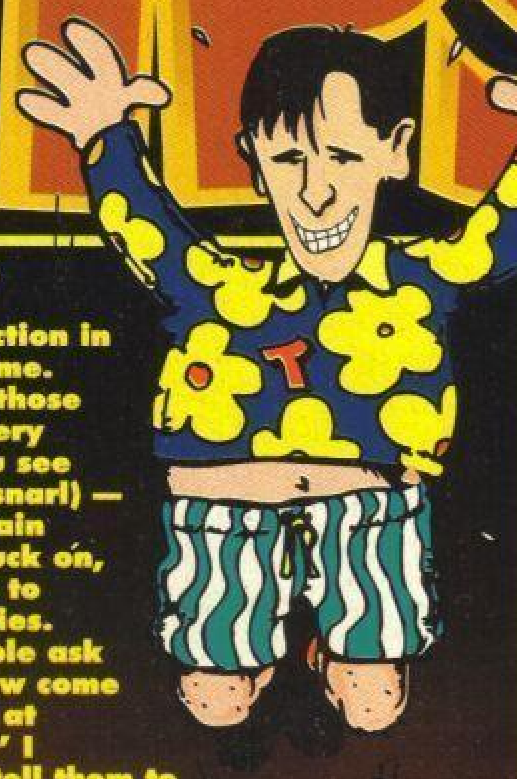
Name ....

Address ....

....

......................................**Postcode**..

THE TIPSTER!



Welcome, Force fans, to the greatest tips section in the history of time. Never mind all those other limp, watery cheat pages you see in other mags (snarl) — if there's a certain game you're stuck on, this is the place to solve your worries. You know, people ask me, 'Tipster, how come you're so great at playing games?' I casually smile, tell them to stop polishing my shoes and, you know what?, I just can't answer. At the age of just eight months, while other kids were learning to crawl, I was completing complex RPGs and blowing away end-of-level baddies by the bucket load. At nursery school I wanted no part of finger painting or the sand pit. Not me — I was educating my fellow infants on the latest game releases. Ahhh, enough of my reminiscing, down to brass tacks. This month I've got lotsa hints 'n' tips for a mass of games, including that blinder *Double Dragon III*, *Terminator 2*, *Flimbo's Quest* and a wealth of game-beating pokes. So lock up your parents, charge up your 64 and let the games begin...

DOUBLE DRAGON III

● Storm

A certain Michael Johnson who hails from Huyton, Liverpool has sent in this nifty guide to the first six levels.

GENERAL TIPS

1. Most of the end-of-level guardians can be trapped on the left or right of the screen and killed by repeatedly slashing and jumpkicking them.
2. If you start walking, you can reach the end of the level after fighting only half the enemies.
3. Even if you have no coins, you can still buy energy from the shops, good eh?

Level 1: Go immediately into the shop and buy everything. Nice and easy start, that, and there are no serious problems in this level apart from the brown flying-knee men. Kill all the enemies using the roundhouse kick (joystick down and fire).

Level 1-2: The Motorbikers can only be killed by several well-placed jumpkicks.

End-of-level guard: Quite simply the flying-knee man with spoilers. Trap him on the right to kill him.

Level 2: Don't bother buying the nunchukas — they're not much good. Be wary of the red judo men; they've got a nasty kick.

End-of-level guard: Use flying kicks on him like mad, keeping an eye on his punch and kick. Watch for his henchmen, they appear from time to time to help pulverise ya.

Level 3: Now go into the shop and buy everything. When you get out, run right quickly, as swordsmen arrive ready to slice 'n' dice.

These fellows require three hits before dying. Don't get trapped between two of them; they'll turn you into mincemeat. Just go slowly and carefully.

End-of-level guard: Before you reach this toughie you have two swordsmen to take care of. Finish 'em off and it's onto the purple-bomb-thrower himself. Try to avoid his flying kicks; they're as deadly as his bombs and shurikens. He'll pause for six seconds before multiplying into three. While he's paused, stand above him and fire repeatedly. When he multiplies, you'll trap off two of the three and kill them. The third is watching from a distance, so when the replicas are dead, go get him using a jumpslash when he's stationary.

Level 4: This is where the archers put in an appearance. Kill them using the jumpkick whilst dodging their arrows.

End-of-level guard: This one's a bit tricky. If you trap him on the right you get stabbed, so try jumpkicking him repeatedly. Hopefully you'll win through.

Level 5: Place those jumpkicks well to knock the motorcyclists flat on the concrete.

Level 5-2: Here come the ball-and-chain gang. These blokes are fast, powerful and capable of long-range attacks. They require four hits each before they bite the dust, so get ready with the jumpkicks (yet again).

Level 6: Go to the shop and buy everything. There are no opponents on this level. Instead, huge hands (yes, hands) and rocks home in on your position, so well-timed jumps are required to get to the end.

End-of-level guard: The screen looks empty but don't race through the middle, as the 'GO' arrow suggests. Edge along the bottom of the screen to avoid getting shredded by the spinning disc. When you get to the end, you face another knight: trap him on the left and give 'im a good kickin'.

Level 7: Before the level loads, hold down the pause key to see:

1. A door with the words ROSETTA inscribed on it.

2. A tiled floor (circles) with ROSETTA randomly written on it.

3. A huge fireball-spitting dragon.

The door to Level 8 will open by spelling the words ROSETTA using the tiles. But watch it — step on the wrong tile and you'll lose a life, either by exploding or being spat at by the dragon!!

And that's it for the time being as poor Mike can't finish Level 7 himself! If anyone's completed *DD III*, write in so we can put an end to Mike's misery.

CART OF THE MONTH!
CART WINNER!

And here's the winner of the truly brilliant Action Replay cartridge, yes it's (loud, rumbling applause)... **Zahur Khan** for his sparkling tips on *Supremacy*. Nice going Zahur, your prize is on its way.

SUPREMACY

● Virgin

Strategy games don't come much better than Probe Software's *Supremacy*, and these are some supremely good tips.

GENERAL HINTS

1. Buy two horticultural stations and one mining station, set them on Starbase's surface and start them up.

2. Buy and launch one solar satellite.

3. The cheat. There are 65 days in one year in this game. In every even-numbered day, some population is generated and in every odd-numbered day, some credits are generated. So the only way to get maximum credits and have your population go up at the same time is to do the following. Just as an odd day is about to start, put the tax rate to 100%. When the credits are generated, put the tax rate to 0%. When population is generated, put the tax rate back to 100% and repeat the whole procedure. This way you get maximum credits and have an increased growth rate and morale. The only problem you may encounter is not producing enough food for your population.

4. Once you have enough citizens, you can start making an army. Fill all your 24 platoons with 200 men. Then leave them to be trained to 100%.

5. Now buy three more horticultural stations, so that altogether you have five horticultural stations and one mining station.

6. Now it's time to arm your troops, and with this cheat the only option is to go for the best. Go to the troops and look at your first platoon. If it's now at 100%, do the following:

Put the 'suit cost' to 295 credits: the personal Force Field (the most protective). Put the 'weapon cost' to 250 credits: the Nuclear Mortar (the most destructive). Therefore for a platoon of 200, the cost is 109,000 credits. This sounds like a lot, and is, but with the cheat it shouldn't take to long to generate that amount of money. At first, just arm five platoons like this.

7. The maximum number of citizens allowed is 30,000. But the five horticultural stations you have can only support 14,500 people. When you reach this limit you can adjust the tax rate to 40% to stabilise the population. You can still use the cheat, remember. If the number of citizens rises considerably above the limit, you can lower it by putting the tax rate to 100%.

8. Buy an atmosphere processor and start to format the nearest planet to you.

9. Buy a battleship. Fill it up with 850 T of fuel. Put four platoons on board and launch it. As soon as the planet is formatted and ready, send the battleship to the planet, land it, deploy one platoon and put all the population from this new planet into the battleship.

10. Some planets are more useful than others. If the first planet you format isn't a desirable one, leave it and format the next one. The best planets are:

Metropolis — good for credits.
Volcanic — good for minerals and fuel.

Metropolis — Use the cheat to get six horticultural stations and set them up on this planet. Also send a solar satellite. Use the cheat to get the population to its limit, depending on the number of horticultural stations. You can then 'send the cash to Starbase' using the appropriate icon.

Volcanic — Send two mining stations to this planet along with a solar satellite, remembering to remove all the population if you wish. Just use a cargo ship to take back fuel and/or minerals back to Starbase every now and then.

IT'S IMPORTANT YOU DON'T VENTURE FURTHER THAN THE SEVENTH PLANET AWAY FROM STARBASE!

If you don't get the desired planets, make do with what you have. Use a desert planet as a volcanic one and a forest planet as a metropolis one. It must be noted that a forest planet with six horticultural stations can support 30,000 citizens. It's up to the player to decide whether to have a forest or metropolis planet.

Once you have one volcanic and one metropolis planet you don't have to search any more. Just make sure you have at least four platoons on every planet you want, and none on the ones you don't. You don't need platoons on Starbase if you have other planets, because your enemy will always go for them first.

HITOTSU SYSTEM — WOTOK

This is by far the easiest of the four systems. General Hint no.10 doesn't have to be implemented. Just format the nearest planet to you and colonise it (whatever type it is) in the same way as you would a metropolis planet. Send a battleship with four platoons and deploy them. Use the cheat on both planets to produce enough credits to arm the rest of your platoons. Once that is achieved, place all the platoons from Starbase into battleships and send them to the enemy base. Land them and deploy them. If you want to be safe, send all platoons on Planet 1 (the one you've formatted) to enemy base and deploy them. Once you have one, sit back and watch Wotok get frizzled in the execution chamber (how pleasant).

FUTATSU SYSTEM — SMINE

This time buy four solar satellites and launch them into orbit as you need energy and credits to buy items. Get a metropolis and volcanic planet, making sure you have at least four platoons on each. Smine uses a 'splatter' technique, attacking your planets (except Starbase) randomly in quick succession. He only uses small, feeble platoons, though, so one of your platoons could take 10–15 attacks.

Once all platoons are equipped, conquer the seventh planet away from Starbase (if you haven't already got it). Use a cargo ship to send fuel to it so you can launch another attack upon the enemy base in the same way as you would in the Hitotsu System.

MITTSU SYSTEM — KRART

Buy four solar satellites and two mining stations. Use the cheat to obtain four horticultural stations and start making platoons— they take twice as long to get 100% in this system. Use the General Hints to get one volcanic and one metropolis planet. These planets must be heavily defended with at least four platoons deployed, and it's a good idea to have four in reserve on a battleship on the planet.

Practise sending two mining stations on Starbase to the volcanic planet, replacing them with two horticultural stations, then using a cargo ship to supply Starbase with fuel and minerals. Krart will attack your most useful planets depending on the time. He'll go for your volcanic planet in the early stages of the game and the metropolis planet later on. However, he could suddenly switch and attack another planet, so watch it!

In this system you must accumulate credits: your goal is about 5,200,000. This is possible because this system takes a long time to complete. You'll be lucky if you can win before 2047. Remember to use the cheat constantly.

On no account are you to attack the enemy base before 2040. In this year all battleships become nuclear-powered and can travel anywhere without refuelling. Send all platoon-carrying battleships not immediately needed to defend any planets, to the enemy base. Once deployed, send the platoons on your other planets to the enemy base so all 24 platoons are attacking Krart's planet.

As soon as your platoons are wiped out (you won't win first time), start making them again. That's why you need so much money as you need to arm your troops as soon as they reach 100% fit, instead of waiting to generate the money needed.

Remember to return all battleships back to Starbase. As soon as your platoons are ready, attack the enemy base again. This way you should defeat him on your second or third attempt.

YOTTSU SYSTEM — RORN

This is the ultimate system. Do exactly the same as you would in the Mittsu System, apart from the following:

1. At the beginning of the game getting two or

MAJOR EVENTS

Year	Event
2010	Start
2011	Atmosphere processor completed (Hitotsu system only)
2012	Electromagnetic storm sweeps across the galaxy, affecting equipment. Quickly switch back on all horticultural and mining stations again.
2016	Your scientists have produced a new plant hybrid that doubles the output of all horticultural stations. Use the cheat to get the population on your planets to 30,000 and continue using it.
2020	The planet hybrid has turned out a to be a failure. Scientists have reverted to the old species. Quickly put all populated planets' tax rates to 100% until the populations are at pre-2016 levels.
2037	Your chemists have developed a new fertility drug. Initial tests are yielding a much higher growth rate. Your citizens can now multiply to 30,000, but watch your food levels! If you wish, you could just stabilise the growth rate by putting the tax rate to 51%.
2040	Battleships are now nuclear-powered. No more refuelling needed!
2047	The fertility drug given to civilians could have been fatal! Luckily extensive bio-lab research stopped it j just in time. Put the tax rate to 100% until populations are at pre-2037 levels. If you decided not to raise your population to 30,000 and left it as it was, put the tax rate back down to 40% (from 51%) to stabilise growth.

TERMINATOR 2

● Ocean

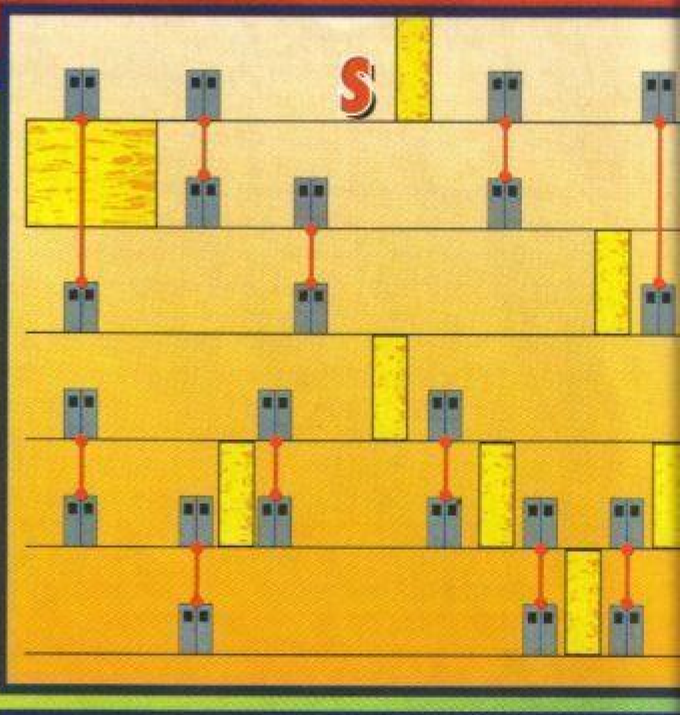
T2's more than a little hard to complete, but Michael Moriarty from Co Meath has some exceedingly good ideas to finish it.

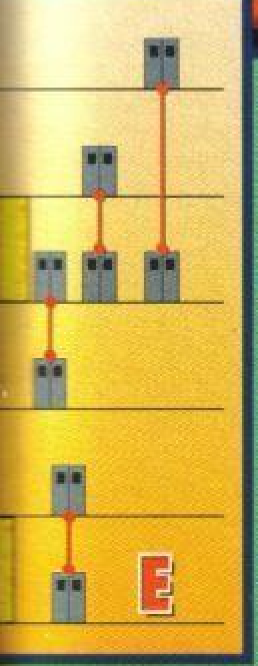
Level 1

If it's points you're after, simply block and uppercut when you can. Other than this, keep the T-1000 at a distance and use the leg kick when he advances. When he's in close, just block and use the headbutt to knock him back.

Level 2

At first this seems impossible, but just keep playing and you'll soon remember the layout of the course.





Level 3
Easy. Simply get the colours and numbers in the original order, not forgetting the two lines at the back.

Level 4
Crouch by the general staff and wait until they punch twice, then hop up and lay 'em out using your stick. The doctors are similar except they punch two to three times. See map for level layout.

Level 5
Use the same techniques as in Level 1.

Level 6
Take your time and try to start in the upper-left part to work your way out.

Level 7
Again just take it easy and avoid the elevator on the ground floor.

Level 8
Try to keep the cross-hair on the helicopter. Only move when you need to and keep hammering on that fire button.

Level 9
Repeat the Level 1 process. Keep the T-1000 at a distance, and block when attacked. Fire repeatedly and knock the metallic mutant into the lava.

PLATOON
● The Hit Squad
Shiraz Hussein has put pen to paper and come up with this rather tasty hint (that also works on some other Ocean multiloaders).

In the Tunnel System when it tells you to rewind side B, press fire instead and the Jungle section should load straight in. You can now play on without getting killed. Darned useful.

three platoons equipped quickly is essential as Rorn attacks Starbase very early into the game.
2. Rorn has a much bigger garrison on enemy base than Krart had, so it'll take three or four attacks to beat him.

If you defeat Rorn, you become the most Supreme economist, general and leader in existence. Now that's something to tell your children.

BOMBUZAL
● Imageworks
These level codes sent by someone, somewhere. Whoever you may be, I thank you.

BOMB — 000
RACE — 008
RATT — 016
LISA — 024
DAVE — 032
IRON — 040
LEAD — 048
WEED — 056
RING — 064
GIRL — 072
GOLD — 080
OPAL — 088
SONG — 096
FIRE — 104
LAMP — 112
TREE — 120
SINK — 128

ROADBLASTERS
● US Gold
More hot-wheeled action hints, sent by Marc Cobelli from the depths of Dorset.

When fuel is low, try to slow down to under 100mph so you won't be shot at, quickly pull back on the joystick and keep it there. You'll find you can carry on without stopping.

FLIMBO'S QUEST
● Kixx
Catherine Hill from Worcester has some great tips for this fabulous game.

Hidden on levels 2, 4, 6 and 7 are magic scrolls. Kill the flashing creature to get the normal scroll, then collect the hidden scroll: they combine to form a 'Super Scroll', enabling you to skip the level without collecting six or seven letters. You also get bonus lives from the different levels. Here's where those scrolls are hidden:

Level 2 — At the very end of the screen, to the right under the broken rope bridge (guarded by a snail).
Level 4 — On the top of the shop doorway in the opening picture (guarded by flies).
Level 6 — To the far left of the screen at the top of the steps (guarded by a small blue witch).
Level 7 — To the far right of the screen under the steps leading of it (guarded by ghosts).

TURBO OUT RUN
● Kixx
Fancy speeding around in a hot Ferrari with a beautiful female by your side? Well for those of you who can't get to grips with *Turbo Out Run*, Dan Andersson from Sweden has the perfect answer.

1. When you're playing the game and only have a few seconds left (or you just want to finish the game) press RUN/STOP.
2. Press F3 (BUT DON'T RELEASE IT!) and move the joystick forward.
3. Wait...

The next part will load and you get $1,000,000 so you can buy anything you like to soup up your automobile.

FOOTBALLER OF THE YEAR 2
● Gremlin
A game of soccer always puts you in the right frame of mind and 'young man' Gavin Rawson

ADVENTURE ANSWERS!

Sometimes frantic alien blasting and mindless platform romps just don't tickle yer fancy and a brain-tingling adventure is needed instead. Here are the solutions to two such games, courtesy of Steven Barclay from Glasgow (bah, he should've sent 'em to me! — Bash).

Danger! Adventurer At Work
GET STOOL, THROW STOOL, CLIMB WINDOW, GET HEAD, E, IN, GET ROPE, OUT, N, E, GET TORSO, GET BULL, W, S, E, S, GET BOLTCUTTERS, N, W, IN, CUT WIRE, GET RECEIVER, OUT, E, E, S, GIVE RECEIVER, GET BROOM, N, W, W, W, W, W, GIVE BROOM, GET NEEDLE, X DUNG, GET COIN, N, GET LEAFLET, S, S, E, E, GET LEG, KICK FENCE, GET SEED, E, D, GET TUBE, WEAR TUBE, U, W, W, W, W, W, W, N, GET RLEG, S, W, GET BUCKET E, E, E, E, E, E, E, D, FILL BUCKET, U, W, W, W, W, W, S, GIVE BUCKET, GET RARM, OUT, N, N, E, E, E, E, N, N, E, DROP ROCK, PUSH HUMPTY, GET EGGSHELLS, W, S, S, W, W, N, IN, GIVE GOLD, OUT, S, W, N, GIVE EGGSHELLS, S, W, N, GIVE COIN, N, N, LOUN BENCH, GET PILLS, MAKE BODY, ATTACH ELECTRODES, PRESS SWITCH, N, PULL BRICK, GET MATCHES, THROW SEED, GIVE GAME, E, E, CUT ROPE, N, PULL NAILS, GET TORCH, LIGHT TORCH, E, SWIM RIVER, E, DROP DYNAMITE, LIGHT DYNAMITE, W, WAIT, WAIT, E, S, TURN BRACKET, E, E, EAT PILLS, RIDE PONY.

The Inner Lakes
S, S, SE, X SINK, GET SOAP, UNDRESS, TURN KNOB, RUB SOAP, DROP SOAP, TURN KNOB, DRESS, NW, X WARDROBE, GET BOX, N, NW, TALK TO NOEL, GIVE BOX TO NOEL, TALK TO CUSTOMER, X KEY, READ NOTE, E, X POCKETS, GET POUND, CLOSE DOOR, BUY SAUSAGES, W, SE, W, PUSH DOOR, UNLOCK DOOR, N, DROP KEY, OPEN FRIDGE, X CUPBOARD, OPEN DRAWER, GET KNIFE, S, S, S, X SOFA, GET MASK, N, W, GIVE SAUSAGES TO DOG, GET CAN, E, N, N, GET RUDD, S, S, E, E, E, GET ROD, BOARD BOAT, X ENGINE, POUR PETROL IN TANK, PULL CORD, S, W, SW, PUT RUDD ON HOOK, CAST IN, REEL IN, GET PIKE, X PIKE, NE, X PIKE, GUT PIKE WITH KNIFE, GET LURE, DROP KNIFE, E, N, W, LEAVE BOAT, DROP CAN, W, NW, GIVE PIKE TO NOEL, GET DETECTOR, GIVE LURE TO CUSTOMER, SE, E, TURN ON DETECTOR, SEARCH, DROP DETECTOR, GET ANCHOR, BOARD BOAT, PULL CORD, S, E, E, X TREE, WEAR MASK, OPEN BOTTLE, EMPTY BOTTLE INTO NEST, DROP BOTTLE, GET GRUBS, W, W, S, PUT GRUBS ON HOOK, CAST IN, STRIKE.

STRATEGY

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BUDOKAN

● Electronic Arts

Beat-'em-up time once more. Marc Cobelli offers a rundown of the best weapons to use against the opponents.

Use	Tips
1. Karate vs Karate	Easy, just pile in
2. Nunchukas vs Kendo	Keep distance, high and low
3. Kendo vs Tonfa	Get close and strike fast
4. Bo vs Nunchukas	Mainly pull back and strike
5. Kendo vs Bo	Remember to use double strike
6. Fist/Nunchukas vs Karate	Very easy to beat
7. Nunchukas vs Kusari-gama	Keep your distance and strike
8. Kendo vs Naginata	Easiest so far
9. Bo vs Nunchukas	Pull back and strike
10. Karate vs Ninjutsu	Watch out for jumpkicks
11. Bo vs Yari	Get within distance and strike high and low
12. Bo vs Bo	Strike as soon as you're in range

POKE CORNER

● I've received a whopping load of Pokes, all of which are tapped in on the keyboard or used in conjunction with a Reset or Action Replay cart. They're ecstatically easy to use but in case you're utterly incompetent here's a quick rundown.

Listings — These are just basic programs which you type in before loading a game. Copy the listing exactly as you see it, save it, run the program and load up the appropriate game.

Reset Pokes — You must have a Reset cartridge or switch to be able to enter these pokes. Once a game's loaded, Reset the 64 (via the switch): the game is still intact and you now enter the poke. This is followed by a SYS number to restart the game.

Action Replay Pokes — Insert the cart and select 'POKES' from the menu to enter the hacks. Press the restart key (F3) and the game's ready to play. Reset pokes can be used with the Action Replay cart but not the other way round.

from Sheffield has sent in these fascinating footy answers. Select 'Double or Nothing' (the question mark) and away you go…

Year	Footballer Of The Year	Score	FA Cup Finalists
1967	J Charlton	2–1	Tottenham v Chelsea
1968	G Best	1–0	West Brom v Everton
1969	D Macey	1–0	Man City v Leicester
1970	B Bremner	2–1	Chelsea v Leeds
1971	F McClintock	2–1	Liverpool v Arsenal
1972	G Banks	1–0	Leeds v Arsenal
1973	P Jennings	1–0	Sunderland v Leeds
1974	I Callaghan	3–0	Liverpool v Newcastle
1975	A Mullery	2–0	West Ham v Fulham
1976	K Keegan	1–0	S'hampton v Man Utd
1977	E Hughes	2–1	Man Utd v Liverpool
1978	K Burns	1–0	Ipswich v Arsenal
1979	K Dalglish	3–2	Arsenal v Man Utd
1980	T McDermott	1–0	Arsenal v West Ham
1981	F Thijssen	3–2	Tottenham v Man City
1982	S Perryman	1–0	Tottenham v QPR
1983	K Dalglish	4–0	Man Utd v Brighton
1984	I Rush	2–0	Everton v Watford
1985	N Southall	1–0	Man Utd v Everton
1986	G Lineker	3–1	Liverpool v Everton
1987	C Allen	3–2	Coventry v Tottenham
1988	J Barnes	1–0	Wimbledon v Liverpool
1989	S Nicol	3–2	Liverpool v Everton

THE SIMPSONS

● Ocean

A reader who supplied several listings is Jerry Walsh and here's one for that obnoxious American kid Bart Simpson (he's my role model! — Phil).

```
0 REM VS SPACE MUTANTS CHEAT
1 FOR X=258 TO 444: READY: C=C+Y: POKE X,
Y: NEXT
2 IF C< >19203 THEN PRINT "DATA ERROR":
END
3 POKE 157, 128: SYS
258
10 DATA 032, 086, 245,
169, 019, 141, 227, 002
11 DATA 169, 001, 141,
228, 002, 096, 072, 077
12 DATA 080, 169, 076,
141, 060, 009, 169, 035
13 DATA 141, 061, 009,
238, 062, 009, 076, 000
14 DATA 008, 169, 032,
133, 001, 162, 017, 189
15 DATA 072, 001, 157,
202, 006, 202, 138, 208
16 DATA 246, 162, 099,
189, 089, 001, 157, 255
17 DATA 221, 202, 138,
208, 246, 169, 203, 141
18 DATA 004, 004, 169,
006, 141, 005, 004, 169
19 DATA 032, 133, 001,
032, 000, 222, 108, 002
20 DATA 000, 169, 000,
162, 173, 160, 004, 096
21 DATA 173, 208, 024,
201, 001, 240, 028, 201
22 DATA 133, 240, 040,
201, 024, 240, 052, 201
23 DATA 160, 240, 064,
032, 213, 006, 141, 118
24 DATA 036, 142, 027,
012, 142, 032, 002, 140
25 DATA 058, 035, 096,
032, 213, 006, 141, 208
26 DATA 024, 142, 198,
012, 142, 138, 015, 140
27 DATA 001, 009, 096,
032, 213, 006, 141, 041
28 DATA 036, 142, 048,
012, 142, 193, 033, 140
29 DATA 237, 034, 096,
032, 213, 006, 141, 209
30 DATA 036, 142, 047,
012, 142, 045, 034, 140
31 DATA 089, 035, 096,
032, 213, 006, 141, 249
32 DATA 036, 142, 065, 012, 142,
086, 034, 140
33 DATA 128, 035, 096
```

ST DRAGON

● Kixx

A nifty blast-'em-up — Shazad from Rochdale has uncovered this cheat for invincibility.

Load up the game as normal. Start playing but get killed. Before you begin on your second life, pause the game (P), and quit (Q). Re-start and you'll be completely invincible. The only problem is that you can't collect power-ups, so destroying big baddies could take that little bit longer.

RODLAND

● Storm

Shazad also has a *Rodland* cheat. You need an autofire joystick for this. When you get 'EXTRA' slam on the autofire (as soon as you get your letters) and you'll find yourself fighting just the end of level bosses. Kill them all and the game is completed. Cor blimey!

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0891 445 926
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Dial 0891 445904

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ACTION REPLAY/

A big thank-you to the following gamesters for their contributions. They include Aron Daley, Paul Ninnes, Rakesh Pal, David Jensen and an anonymous person who submitted pages and pages of pokes.

ACTION REPLAY

5th Gear	42796,173	Infinite time
	15171,173	Infinite lives
	7134,173	Infinite ammo
1942	5806,181	Infinite lives
Aliens	42043,189	Infinite ammo
Avenger	5579,173	Infinite shurikens
Battlezone	39513,165	Infinite lives
Batalyx	19567,189	
Cabal	9905,173	Infinite lives
	9172,0	Infinite grenades
Crackdown	3625,181	Infinite lives
	11679,181	Infinite lives (player 2)
Creatures 2	33687,189	Infinite lives
Die Hard	5801,173	Infinite lives
Double Dragon 2	46537,173	
	46553,173	Infinite lives
Dragon's Lair	4096,173	Infinite lives
Dynamite Dux	17953,173	Infinite lives
Elite		Infinite everything
	9699,0–255	Number of missiles
	9648,18	Keep status clean
	9664,151	Front Military Lasers
	9665,15	Rear Pulse Lasers
	9666,143	Left Beam Lasers
	9667,50	Right Mining Lasers
	9661,255	For 255 Fuel
	9670,255	Cargo Hold 255 Tonnes
	9688,255	Escape Pod
	9689,255	Fuel Scoop
	9690,255	ECM System
	9691,255	Energy Bomb
	9692,255	Energy Unit
	9693,255	Docking Computer
	9694,255	Hyperspace Unit
	9672,0–255	Textiles
	9671,0–255	Food
	9673,0–255	Radioactives
	9687,0–255	Alien Items
	14013,173	Infinite missiles
ESWAT	6156,173	Infinite lives
Exolon	7427,173	Infinite lives
Forgotten Worlds	3246,165	Infinite lives
Foxx Fights Back	2704,165	Infinite lives
Guardian 2	17618,173	Infinite lives
Gunship	23082,189	Infinite weapons and decoys
	22853,168	Infinite fuel
	22898,165	
Gutz	48372,165	Infinite lives
Ikari Warriors	48425,96	Infinite lives for both players
Last Ninja	30855,165	Infinite lives
Light Force	14235,173	Infinite lives
Mega Apocalypse	32417,173	Infinite lives (player 1)
	32509,173	Infinite lives (player 2)
Narc	28447,173	Infinite lives
Ninja Spirit	10448,173	Infinite lives
Rainbow Islands	29535,189	Infinite lives
Retrograde	50374,173	Infinite lives
Sanxion	14142,173	Infinite lives
Sentinel	6664,96	No weapon loss when you get spotted
Shadow Warriors	31185,175	Infinite time

TIPS CLINIC

In every 64 owner's collection there's always one game you can't quite complete. The ones in which you get to a certain point and just can't get any further. Well, the clinic is the place for you to bring your aching infinite lives, sore lack of power, infected pokes and any other problems that need solving.

● **Steven Nolan** is at his wits' end with ***Rambo***, and the game is driving him crazy as well. Simply type in this listing, RUN it and load the game.

```
30 PRINT CHR$ (147)
40 FOR A=304 TO 317: READ B: POKE A,B: NEXT
50 FOR A=32768 TO 32855: READ B: POKE A,B: NEXT
60 POKE 53280,0
70 SYS 32768
100 DATA 169,173,141, 143, 12, 234, 234
110 DATA 234, 234, 234, 76, 223, 65, 0
120 DATA 169, 128, 133, 157, 160, 1, 152
130 DATA 170, 32, 186, 255, 169, 0, 133
140 DATA 183, 32, 213, 255, 169, 31, 141
150 DATA 150, 3, 169, 128, 141, 151, 1
160 DATA 76, 99, 3, 32, 76, 128, 169
170 DATA 54, 173, 225, 65, 162, 0, 189
180 DATA 55, 128, 189, 228, 65, 232, 224
190 DATA 32, 208, 245, 76, 0, 64, 173
200 DATA 0, 64, 141, 0, 160, 169, 11
210 DATA 141, 17, 208, 76, 84, 164, 84
220 DATA 82, 79, 76, 76, 89, 33, 169
230 DATA 48, 141, 60, 65, 169, 1, 141
240 DATA 61, 65, 96, 234, 234, 234, 234
```

● **Steven Maxwell** is just as despairing: he keeps running out of morale on ***The Great Escape***. Here's a listing just for you, Steven. Type it in, RUN it and you'll find it one heckuva lot easier.

```
5 PRINT CHR$ (147)
10 FOR I=52992 TO 53055
20 READ A:C=C+A: POKE I,A: NEXT
30 IF C< >7212 THEN PRINT "ERROR IN DATA!": END
35 PRINT "DATA OK — SAVE LISTING FOR FUTURE USE": PRINT
36 PRINT "TYPE 'SYS 52992' TO START": END
40 DATA 32, 44, 247, 56, 234, 141, 32, 208
50 DATA 32, 108, 245, 169, 24, 141, 67, 4
60 DATA 169, 207, 141, 68, 4, 76, 99, 3
70 DATA 169, 99, 141, 111, 1, 169, 3, 141
75 DATA 112, 1, 169, 20, 133, 104, 169, 173
80 DATA 133, 105, 162, 7, 189, 56, 207, 157
85 DATA 99, 3, 202, 16, 247, 76, 20, 173
90 DATA 169, 165, 141, 191, 67, 76, 190, 95
```

● An adventurer requires some help now. He goes by the name of **J Nixon** and wants cheats for the game ***Majik***, as well as ***Kentilla*** and ***Necris Dome***. Is anybody out there who can help this poor man?

● **Neil Groat** begs for help in a big way for

ESET POKES

	34665,234	Infinite lives
	25002,173	Infinite energy
Skull & Crossbones	28479,165	Infinite energy
Smash TV	4193,165	Infinite lives
St Dragon	10469,173	Infinite lives
Strider	35259,173	Infinite lives
Test Drive 2	25875,165	Infinite lives
Thrust	37487,0	Infinite lives
Turrican 2	3085,173	Infinite time
	19319,0	Weapons
	19239,96	Infinite power
WEC Le Mans	39058,173	Infinite time
Zamzara	12303,173	Infinite lives
	12322,173	

RESET

Bombjack 2	7053,200	Infinite energy
	SYS 3303	
Falcon Palcon	16705,250	Infinite lives
	SYS 16640	
Fighting Warrior	57687,165	Infinite lives
	SYS 49278	
Gilligan's Gold	17993,0	Infinite lives
	SYS 25532	
Great Giana Sisters	8757,173	Infinite lives
	SYS 25532	
Haunted House	7609,234	Infinite lives
	SYS 9500	
Indy: Last Crusade	32552,173	Infinite lives
	37255,173	Infinite whips
	35756,173	Infinite torches
	SYS 32092	
Living Daylights	4390,238	Infinite lives
	SYS 4352	
Oink	39922,165	Infinite lives
	SYS 16384	
Scooby Doo	7450,96	Infinite lives
	SYS 2560	
Thunderblade	4519,255	Infinite lives
	SYS 4096	
Trantor	6571,234	Infinite energy
	6572,234	
	6573,234	
	SYS 6454	
Underwurlde	34404,45	Infinite lives
	SYS 36209	
Wicked	7478,173	Infinite lives
	SYS 20048	

Wild West. It's an old game, in fact it's an antique, but he shall not rest until he gets some cheats. Can you help?

- ***Treasure Island Dizzy*** is baffling **Robert Fynes** from Dublin. He gets stuck by a big rock in the Gold Mine and whilst in the water he can't jump up onto a ledge (a crab lurks underneath). Bob would be very welcome of any help so get sendin' in those solutions.

- Scotland, the home to bagpipes, haggis and **Paul Rollie**. He yearns for help with ***Impossamole*** and ***Dark Fusion***.

I happened upon some cheats the other day and as luck would have it, they were for *Impossamole*!

When you want to stop a baddie, keep pause held down: although you move in slow motion, all enemies in range will stop. Now you can blast or kick them without them moving. This can be used against any end-guardians — they stop and can't retaliate.

Achieve a high score and type JUGGLERS. Play the game again, get another high score and enter either of the following.

HEINZ — For three weapon power bars.
ANNFRANK — For a low energy top-up.
LUMBJAK — For double length energy bar.

As for *Dark Fusion*, my resources are rather frail on that one I'm afraid. If you have an infinite lives cheat for this game, feel obliged to send it here to the Clinic.

CHEEKY CHEATS!

Some cheats here for various 64 games from Wolverhampton's own Mark Watters.

SPEEDBALL 2

- On the Imageworks title screen type BRADFORD-ON-AVON (including hyphens). You will hear a surreal sound effect. Then, while you're playing, press G to grab the ball, T to tackle your opponent and F to freeze the opposition.

GHOSTBUSTERS

● Activision

Ghostbustin' makes you feel good, apparently, and to help you accumulate lots n' lots of money Raymond Reis from Holland has these account number codes.

NAME	ACCOUNT NUMBER	$$$
NNN	21314100	23000
PETER	31664300	29900
TURK, THE	06660401	48600
BUTTERFLY	04664701	60000
NNN	20406201	70000
POKE	2014, 9	90000
S, S	1984	100000
P, M	1984	100000
12345	25393120	415500
HERBIE	05250624	500000
BUTTERFLY	50542224	512800
	458	1000000

HALL OF FAME

A plethora of cheats arrive on my mouse mat everyday, but due to lack of time and space I can't print them all. So to cheer up all those who's stuff ain't been used, I thought I'd give 'em a mention for the effort.

Guy Breakingbury (South Glamorgan), Paul Hatch (Southampton), Mark Wilkins (Leicester), Kevin (Essex), Dermot Curran (Co Dublin), Mark Hibbert (Manchester), Paul Moy (Devon), Donncha O'Caoimh (Cork, Ireland), John Morley (Warwick), Steven Eustice (Herts), Thomas Buxton (N Humberside), Roland Jackson (Lancaster), Danny G (Cumbria), Jason Mearns (Dublin), Paul McKeown (Dublin), Stewart Letham (Fife), Christopher Dent (York), Andrew Whitehouse (West Midlands), Mr A R Robinson (Gosport), David Simmons (Tasmania), Michael Cooper (Sheffield), Davidde Gray (Peterborough), Sean Gascoigne (West Yorkshire), Amanda Morrison (Australia), Carl Ellis (Blackpool), Blair Williams (New Zealand), Richard Holden (Manchester), and Colm De Cleir (Ireland).

WIZARDS LAIR

- The seven passwords are:

CAIVE
CRYPT
VAULT
LYONS
HAWLO
DUNGN
LIAYR

CRAZY CARS

- Type Fast on the title screen to go faster.

QUACK ATTACK

- During play type ITS QUICKER BY AIR for infinite jetpack fuel.

Another anonymous contributor sent in these cheats.

SNARE

- As you press fire to start the game hold either F1 for infinite lives or F3 for immunity to holes.

CREATURES

- On the title screen wait until the music ceases. Hold control and press 2 on the keyboard very rapidly and watch the Fuzzies jump. They turn grey and infinite lives are yours.

That's your lot for this month, but fret not as I shall return once again next issue with a bonanza of cheats to help you overcome the most taxing of games. I receive lots of maps 'n' cheats each day but that's not good enough for me. Nah, I want GARGANTUAN amounts. Be it massive multi-page maps, list upon list of game-defeating pokes or an embarrassing request needing the Clinic treatment, just send it in. The more original the better, as far as I'm concerned, with the best of the bunch winning a great Action Replay cart. Make sure you include a stamped, self-addressed envelope if you want any of your time-consuming work returned, and post it all to *The Tipster, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.*

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I'M A BE

Is the Commodore 64 a dying market? Will it be overtaken by the bigger, badder and more blimmin' expensive machines? At least one budget label seems to think not, as IAN OSBORNE discovered...

'I can't see the need for panic,' insists Jim Scott, proprietor of budget newcomers Beyond Belief and ardent supporter of the C64 scene. 'Commodore 64 software's selling very well. There's only a problem when distributors listen to industry rumours.'

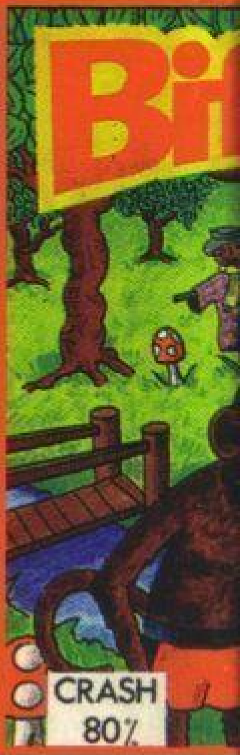
Rumours... 'the consoles are taking over' screams the retail chain. 'It's all 16-bit now' whines the computer page in the local rag, (usually written by a forty-year-old hack who thinks software is a pair of comfortable smalls). So if the Commodore scene isn't on its last legs, why have so many people got it so wrong? Jimmy thinks he knows...

Founded around 18 months ago, Beyond Belief entered the market as an 8-bit budget label but are now looking into 16-bit and full-price C64 titles too. How can a new company launch itself into a dying market? 'It can't,' says Jim, 'and our sales suggest the market's anything but dead.

'There are too many software houses who develop games on 16-bit computers and throw together an 8-bit version as an afterthought. This does the scene immeasurable harm — people buy these games purely on the strength of the hype, and when they find they're crap they lose faith in the market. These days most decent releases are on budget labels.'

Blow to Biff

And that's where the company's coming from. Their first game, *Devastating Blow*, was also their best seller, shifting around 9–10,000 copies across all formats, a very respectable figure for a first release. Bearing in mind how awful it was on the C64, this is quite a feat! Going from success to success, their next outing (a simple soccer-management sim called *Jimmy's Soccer Manager*) also sold well, but surprisingly their third and (to date) finest game, *Biff*, shifted virtually nothing! Despite rave reviews in the computer mags (C64, Speccy and Amstrad), the Dizzyesque arcade adventure starring a cheeky chimp became their worst seller.



'It's at least partly due to the lousy sleeve,' argues Jim. 'We had no idea how bad it would look until we saw it'. Soon to be relaunched in a better cover, hopefully it'll generate the sales it deserves. Like Dizzy, Biff is to be an ongoing character — his next game is *Shove Off*, a hundred-odd level puzzler, and

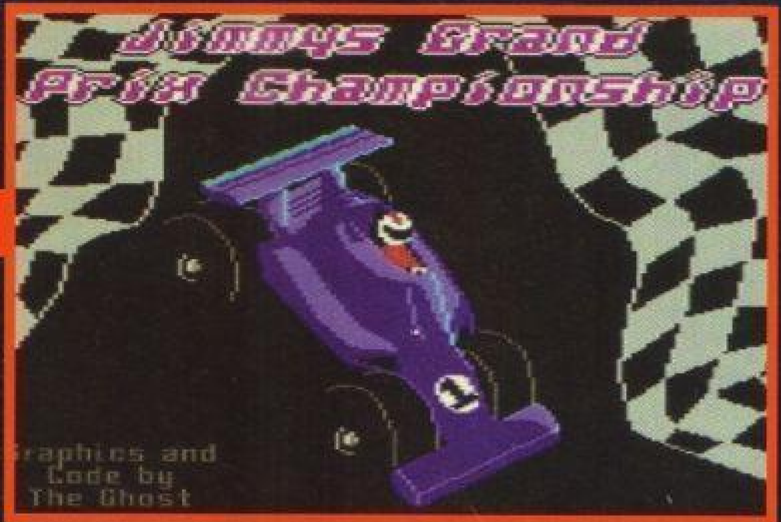
JIMMY'S GRAND PRIX

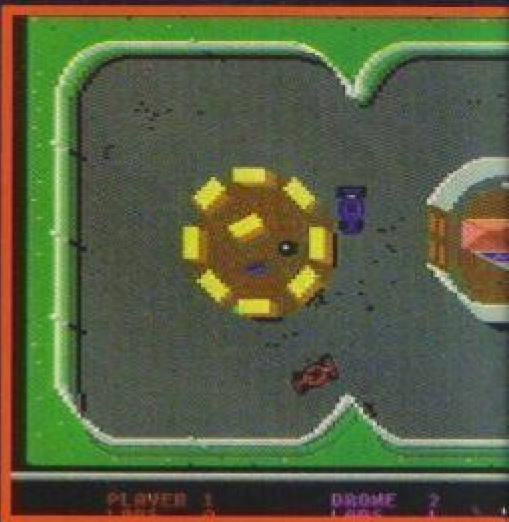
It's lean, it's mean and it's coming to a C64 near you — soon! *Jimmy's Grand Prix* is a *Supersprint* variant, featuring eight tracks and three cars.

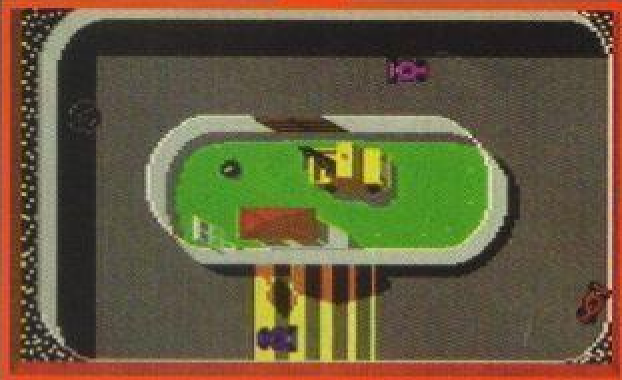
Beyond Belief aren't too happy with the movement at present — the current 16 degrees of turn will be expanded to 32, and at the moment the cars tend to 'bounce' on collision with walls. This will be reduced, making it play more like a Formula 1 event and less like dodgems.

We've been waiting a long time for this one (eight months in development), but it looks likely to be worth it. And its chances of success? It's got a picture of Nigel Mansell on the front, so it's bound to do well!

UNBELIEVABLE P


Jimmys Grand Prix Championship
Graphics and Code by The Ghost





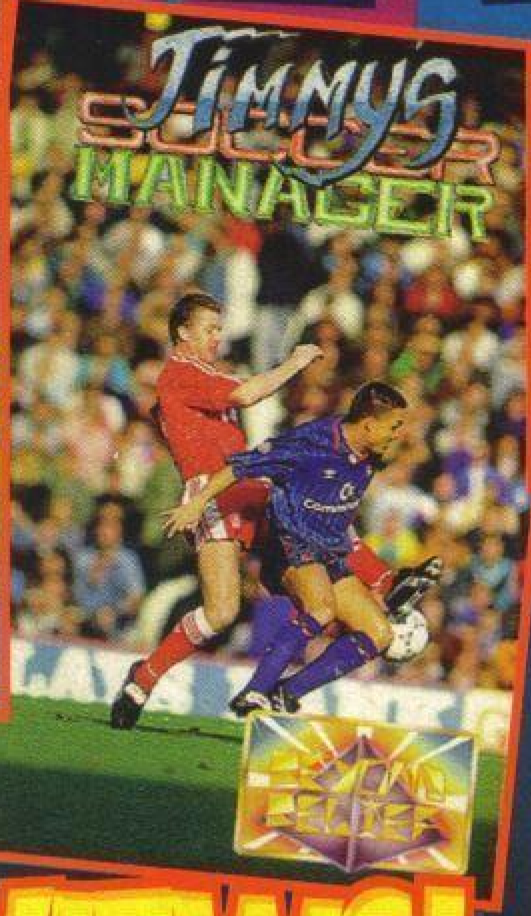
HANDS OF STONE

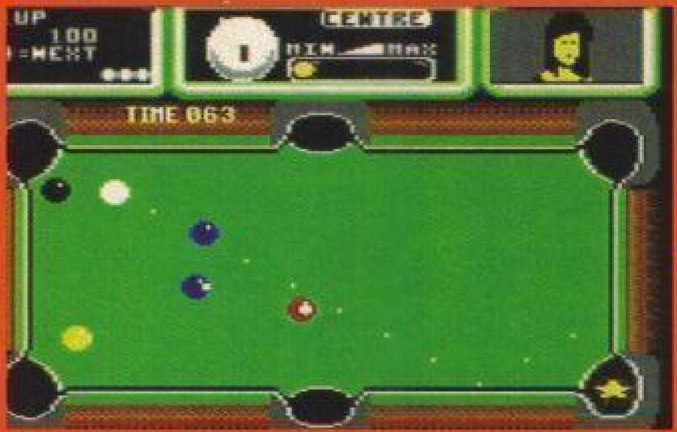
Not a Roberto Duran licence, *Hands Of Stone* is a horizontally scrolling beat-'em-up in the *Double Dragon* mould. Unfortunately there's no two-player option, but all the usual weaponry's there (bats, boxes, etc).

Beat-'em-ups have a chequered reputation on the C64, but If Beyond Belief get it right with *Hands Of Stone* they could pick up a fair few opportunist sales.

BEYOND BELIEF

IEVER...





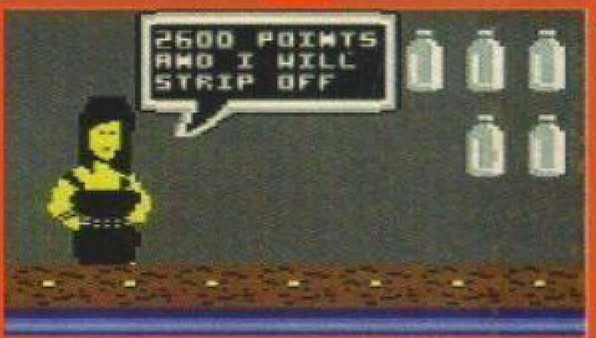
there's also plans for a Mario-style platformer. But was it only the cover that scuppered his C64 debut?

'Well no, it's also due to poor distribution. Some people just couldn't get their hands on our games. Distributors tend to concentrate on more expensive products because it makes for higher profit margins, and if a game's more than six

'POOL GAME'

As yet untitled, this one's a variation on the arcade opus *Pocket Gal*, but with the digitised nudes (appearing after every victory) removed for obvious reasons. The rules are pretty complicated (and nothing like normal pool), but the table plays really well.

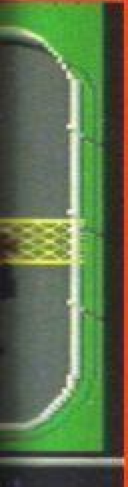
As you can see from the screenshots, the graphics are terrific — they move pretty realistically too. A great energy-bar system, easy-to-use ball bias (topspin, left/right side, etc), and a dotted line showing the proposed path of the cue ball make this one very easy to pick up. There's no final release date as of yet, but it should be out by Christmas — look out for a full review in COMMODORE FORCE.



EVIEWS!

SUPER WONDER DOG

Playing like *Super Wonder Boy*, this features big, colourful graphics, short-range fire, left-to-right scrolling and all the usual pixel-perfect leaps associated with the genre. Best of all, it's got a great cutesy character to hang it all on: Blot, a cuddly Jack Russell with a big friendly smile! Could he be the next Dizzy?



'SOCCER GAME'

Another untitled outing, this will be Beyond Belief's first excursion into the full-price market. Developed on the Amiga and intended as a *Sensible Soccer* beater (undisputed king of 16-bit footy sims), the Beyond Belief game will eventually make it to the Commodore 64, but not for a while.

Featuring bigger graphics than its illustrious predecessor, the control system has also been altered — unlike *Sensible* the ball sticks to the player's feet, placing more emphasis on dribbling. A short stab of the fire button sends the ball reeling goal-ward; or hold it a bit longer to pass on release.

It won't be ready for a while, but in the COMMODORE FORCE office the soccer game is certainly Beyond Belief's most hotly awaited release.

KUNG FU WARRIOR

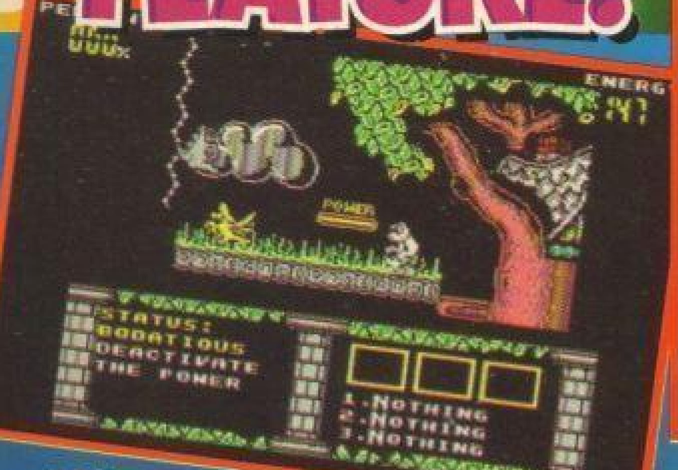
Another horizontal scroller, *Kung Fu Warrior* plays a bit like *Dragon Ninja*. A revamped version of the arcade classic *Kung Fu Master*, you'll be slashing with swords, throwing shurikens, swinging nunchuku, and all the other pacifist pastimes associated with the martial-arts fraternity.

SNARE

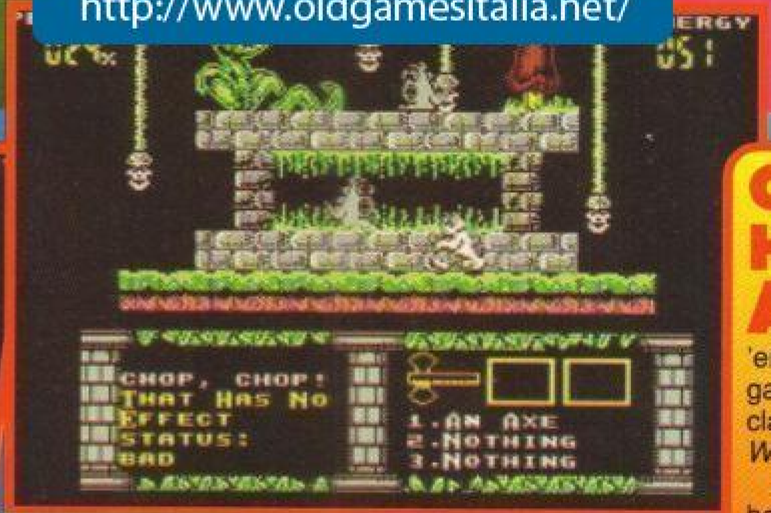
Aha, a controversial one! *Snare*'s being rewritten at the mo', having been 'lost' when its original programmer left to work for someone else, taking the code with him! A puzzle game in the *Boulderdash* mould, *Snare* features enhanced gameplay and some of the grooviest devices ever: Look out for teleporters, slime, bombs, switches, and more.

Snare was a rave on the Speccy, but can it take the C64 to its limits? Only time will tell...

snare
MEGAGAME
INCLUDES:
SAM COUPE VERSION
ON SIDE B
BEYOND BELIEF



● **Did an awful cover really knock out *Biff*'s sales? Maybe the new one will make it into a world champion.**



● **There's plenty of monkey business in *Biff*, an epic arcade adventure starring a cuddly ape, out to please his mum.**

weeks old they don't want to know! We've also had problems because we're a relatively new company: distributors tend to stick with older, larger, more established labels.

Soaring C64

'The market's definitely there,' Jim continues. 'A recent survey indicated that a massive 87% of retailers still want to stock C64 games, and most software houses (especially budget) are only too happy to go on producing them.'

He's right too — computer trade paper CTW listed C64 software as the third-best seller, outstripping the Atari ST, PC, and even the Super NES! So what's the problem?

'Commodore themselves did the C64 market a great deal of harm by putting out the Terminator 2 pack without a datacorder. This portrayed the C64 as a cartridge machine, which it isn't. The C64 cartridge never really took off.'

That's true enough — remember the disastrous C64 GS, a cartridge-only Commodore 64 that looked like an outsize Fisherman's Friend and sold like a Bruce Forsyth album? You don't? Oh well — you haven't missed much.

'Companies who put games onto covertapes or rerelease full-pricers as budget outings while they're still on the shelves do serious damage too. Retailers are left with unsellable stock on their hands, and will therefore think twice about stocking that company's product again, leaving fewer C64 games on the shelves.'

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Not only does **COMMODORE FORCE** bring you the very best in games reviews, this month we'll also help you get 'em cheaper! All you have to do is cut out the coupon, tick the boxes for the games you require, slap it in an envelope with a cheque/PO for the correct amount, and send it to: *Beyond Belief, 19 Oaks Drive, Higham, Ferriers, Northants NN9 8EX*. Make cheques payable to Beyond Belief.

ON THE HORIZON

A few games that are still a long way off... ***Shellshock*** is a *Commando*esque shoot-'em-up with enhanced weapons and gameplay. All in all, a welcome update of a classic genre that went a bit flat after *Ikari Warriors*.

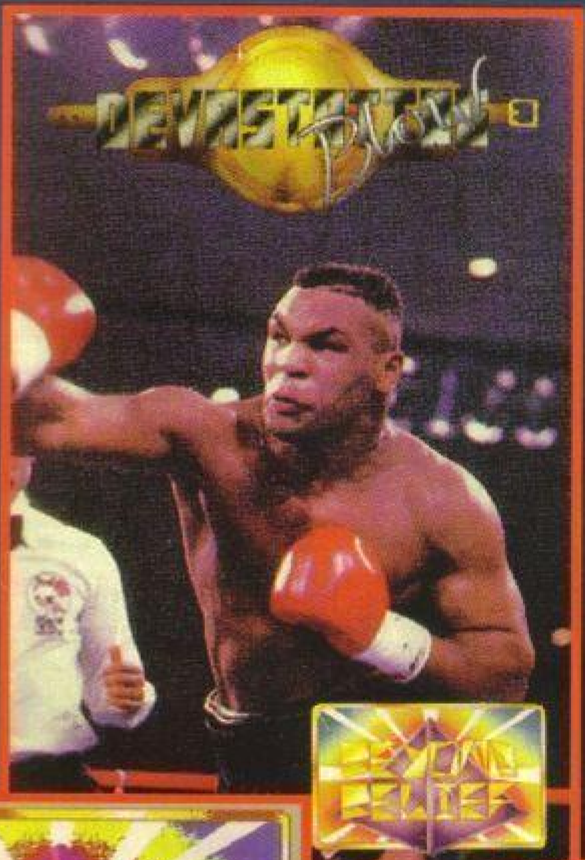
Also for shoot-'em-up fans is ***Soldier One***, a horizontally scrolling blaster in the *Rubicon*/*Hawkeye* mould.

Finally, there's ***Kick-Start***, a horizontally scrolling, viewed-from-the-side bike game for one or two players.

Into the beyond

And the future? 'Our first three releases were fairly well received, so we'll certainly be concentrating our efforts on the C64. We plan to release at least 12 games in the foreseeable future, and hope to treble the size of the company in the next six months.' Hardly the last gasp of a dying market. 'We're always on the lookout for C64 programmers too. With less and less Spectrum material being released, freelance Speccy coders aren't exactly thin on the ground, but C64 bods are extremely valuable.'

So there we have it. Think your game's got what it takes to become a Beyond Belief classic? Send it to *Jim Scott, Beyond Belief, 19 Oaks Drive, Higham, Ferriers, Northants NN9 8EX.*



● **Mike Tyson's image helped to shift plenty of copies of Devastating Blow. Funnily enough, the game was dodgy too. Is that Vinny Jones below? You missed the ball, mate!**

COMMODORE FORCE

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Jimmy's Soccer Manager
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THE MIGHTY BRIAN!

Deep in the bowels of the Europress offices lies a heavy wooden door that leads into a deep, dark cellar. Formerly the lab of Norman Nutz and now redecorated and refurbished with the heated water pipes for Ken D Fish's luxury goldfish bowl, a shadowy figure is seen pinning a new brass nameplate to the door. It reads 'Professor Brian Strain, 10 GCSEs and completely modest!'
Yes, after many requests and a bit of persuasion I'm here to answer your technical problems, from programming to printers, music to graphics, software and hardware.

THE FIRST OF MANY

Dear Sir
I was recently given a disk version of *Pirates!* by MicroProse. Unfortunately, when trying to load, all I get is 'File not found error in 1'.

MicroProse don't have any replacement copies of this oldie, so could you give me any tips to make the prog work as it'll list, following the error message.
Mr R Foster, Sheffield

● Congratulations on being the first letter ever in this technical column! Firstly, I presume you've tried removing extra hardware (eg cartridges) before loading the game. I'm not certain that will solve the problem, however. If, when you list the program, you get a SYS command, there's little more I can do to help you. If you find a Basic LOAD command, check the directory of the disk (LOAD"$",8 then LIST) and see if the file mentioned in the LOAD command is there. I suspect you won't be able to, and thus the only option is to try and find a working copy. (Available again soon from Kixx, see review next ish — Ed).
Brian

2 PLUS 2 = ?

Dear ZZAP!
I wondered where I can get some spare parts for the Commodore +4 computer, as I have a couple of these machines which are a bit under the weather. I hope you can help as I'd like to get them running again.
Kevin Hutchinson, Sheffield

● Hmm, Plus 4, not a bad little machine, I helped some friends set up one. As for spare parts, try OASIS Computer Services (*14 Ridgeway Road, Salisbury, Wiltshire SP1 3BU*; telephone 0722 335061). They offer spare parts and repairs for all the Commodore machines. A full repair should cost about £30–£40 inclusive, and the spare parts (should you be into DIY) around £15. Hope you can fix the 64's baby brother!
Brian

MIDDLE MANAGEMENT

Dear Brian
I'm in the middle of writing a management game on the C64, and am having a few problems. Could you help me?
Q1. In my game I need to use random sentences. For example, if you order your men to kill someone, the computer randomly picks how the job went, eg:
1 — He escaped
2 — He was killed
3 — He killed three of our men
Q2. If you have a menu and you ask the player to enter which option he/she wants…

```
10 PRINT "MENU"
20 PRINT "1. Workers"
30 PRINT "2. Land"
40 PRINT "3. Shops"
50 PRINT "4. Money"
60 INPUT A
70 IF A=1 THEN PRINT etc
```

…how do you get it so the computer prints up the option for whatever the person picks? Could you send me a listing showing all the options so the player can pick any number and get his information?
Brian Bogle, Co Londonderry, N Ireland.

● How interesting, someone else called Brian! Seriously, good luck with your game, and here are the answers (I'll be sending you more details in the post).
A1. What you need is an array containing a few sentences describing the outcomes. So, using the above example:

```
A$(1)="He escaped"
A$(2)="He was killed"
A$(3)="He killed three of our men"
```

Then pick a random number between 1 and 3 (more if you have more messages).
PRINT A$(T) — Prints the random message, where T is the random number.
A2. The answer is to make each menu option lead to a SUBROUTINE. You can then GOSUB to the routine, print the information and RETURN to continue. To actually get to the subroutines (one for each option), use this line:

```
ON A GOSUB 100, 200, 300, 400
```

If A=1 it'll jump to line 100 and continue from there (put the routine for number of workers at line 100 onwards, finishing with the statement RETURN).

If A=2, it'll jump to 200; 3 to 300 and so on. When the subroutine is finished, you'll return to the line AFTER the ON A GOSUB. I hope that's helped.
Brian

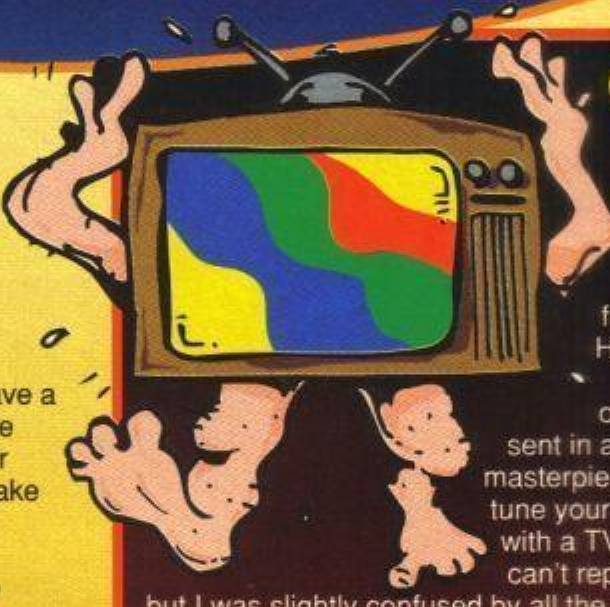
YOUR TECHIE UBLES SOLVED!

WHAT DO YOU MAKE OF THIS?

Dear Prof
I have a problem (don't we all). I have a program which pokes a circle on the screen, makes X the poked number and by pressing a letter you can make X bigger or smaller by 1–40. But…
Q1. How do you poke X?
Mr Anonymous, Anonyville

● So you want to know how to make the new value of X, altered by pressing a key, to be where the circle is printed? Well, to get the circle to appear anywhere along the top row:
POKE 1024+X, 81 where 81 is the value for a circle. X must be in the range 0–39. If you want your program to be VERY complicated, add another variable called Y (in the range 0–24) and turn the line into:
POKE 1024+(Y*40)+X, 81
After a delay loop, repeat the line but with a 32 at the end to clear the circle, ready to move to its new position.

I hope you understand all that…
Brian

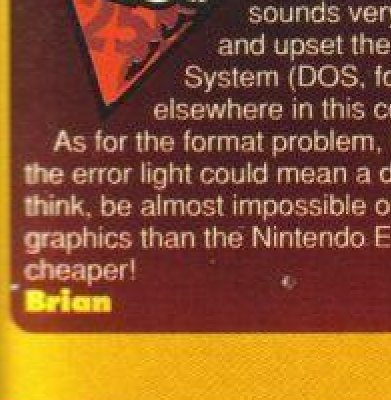


OUT OF TUNE

Now for some handy advice from Les Todd of Henlow in Bedfordshire… or maybe not. He sent in a two-page masterpiece on how to tune your computer for use with a TV set. I'm sorry I can't reproduce it in full, but I was slightly confused by all the talk about altering potentiometers. Do you really need to go to all that hassle? I just chose a spare channel on the TV (eg 6 or an audio/video channel) and tried tuning it until I got a good picture with very little background noise!

DICEY DISK DRIVE DERRING-DO IN DODGY DOODAH…

Dear Prof
I have an old-style Commodore 1541 disk drive. At first the drive wouldn't work correctly and not load or save, and the drive motor continued after switching on — without any commands sent to it. I discovered one of the 6522 chips was working incorrectly but, not knowing which one, I replaced both of them. The drive now loads as normal but won't save, and corrupts any data if placed on a disk. When formatting, the computer takes a very long time and gives an error message (flashing disk light).
Bernard Giltrap, Coventry
PS. Would a graphics-booster chip be possible on C64 games carts in a similar way to the new Nintendo games availible?



● Bernard, do you mean that you yourself replaced the chips, or did you get a qualified technician to do it? It sounds very much as if you've made a mistake somewhere, and upset the 16K ROM chip that holds the Disk Operating System (DOS, for short). I'd get in touch with OASIS (address elsewhere in this column) and see what they can do for you.

As for the format problem, it usually takes over two minutes anyway, and the error light could mean a dodgy disk. The graphics-booster chip would, I think, be almost impossible on the C64. As it stands, the C64 has better graphics than the Nintendo Entertainment System, and the games are a lot cheaper!
Brian

DUAL DILEMMA

Dear Professor
I'm currently in possession of a dual disk drive. It has a power lead, but nothing to connect it to my 64. I'm wondering if the correct leads are available and, if so, where from and approximate price.

I'm worried as the lead connection at the back is not a DIN socket like the one on the back of my C64. The C64 I own is the new style (if that makes any difference!). Your help will be greatly appreciated.
Mark Dodd, Mapperly, Notts

● No, no and thrice no! The C64C (or new-style 64, as you call it) is 100% compatible with the old 64. There are no colour changes, memory changes or anything (contrary to popular rumour). The only difference is in the sound chip.

As for your disk drive, which I presume was originally from the 8040 or a similar old Commodore business machine, what you need is an IEEE interface. Meedmore Distribution at *28 Farriers Way, Netherton, Merseyside L30 4XL* (telephone 051 5521 2202) should be able to help, but please note that software designed for use with the 1541 drive won't work with the 8050.
Brian

So, that's the end of the first barn-storming bumper bundle, bursting forth with its busy business of informing YOU, the COMMODORE FORCE reader. Tune in next month for some more advice and astounding alliteration. Send your letters to:

Professor Brian Strain,
COMMODORE FORCE,
Europress Impact,
Ludlow,
Shropshire
SY8 1JW.

Enclose an SAE if you want a personal reply or a particular listing (however, if the response is too large I can't guarantee everyone a reply).

PUBLIC SECTOR

Well wallop my windmills, if it isn't that dynamic Dutch dude REMI EBUS, here to bring you the lowdown on the very best PD demos...

WOTZ PD?

Public Domain, or PD for short, is a collection of programs for which the author has waived his or her copyright — it can be legally copied or sold for a small copying fee through PD libraries, but cannot be sold for profit or incorporated into commercial programs.

Games and utilities can be found on PD, but dazzling demos are by far the most popular… Take it away, Remi!

This month the PD File is dedicated to one aspect of demos — the graphics! Don't ask me why, it just got into my head to do so (maybe the bribes helped).

Seriously, graphics are a very important part of a demo. I'm not going to teach you any graphical tricks here. Instead I'll introduce you to some of the scene's best artists. If you're interested in making your own art demos, you could do worse than studying theirs.

MIRAGE (Legend)

Known to the authorities as Lars Verhoeff, this fellow Dutchman started to gain popularity when he became editor of paper-based scene-magazine Shock, in which he also did some great drawings. When the Verdict team split up, he went to Censor Design. Not satisfied with their latest demo (*Wonderland 9*) he left to join Legend.

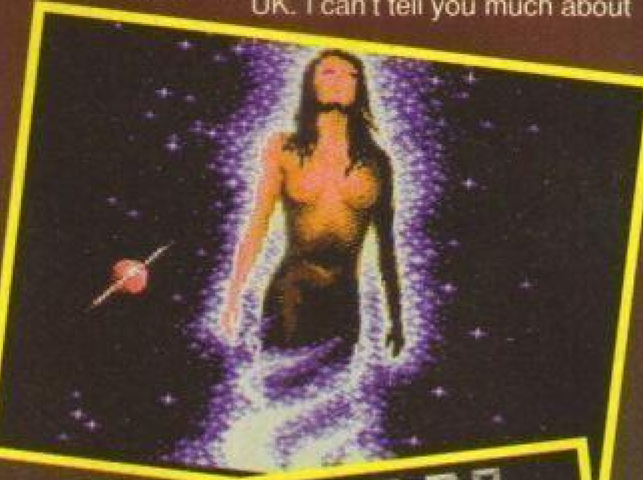
He's not too famous in the scene, because he prefers quality over quantity. At the moment he's working on a small game which should be ready soon.

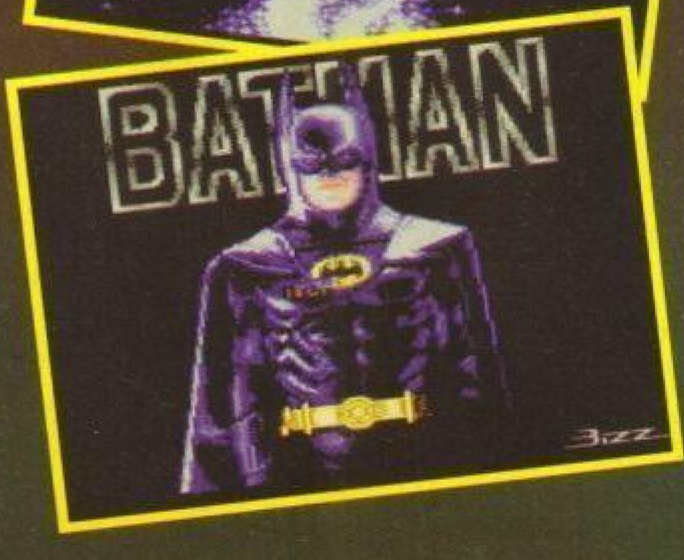
And his tip for budding artists? Never be satisfied with your work, it can always be improved. Coming from a person who's one of the best graphic artists on the C64 scene, you should bear that in mind.

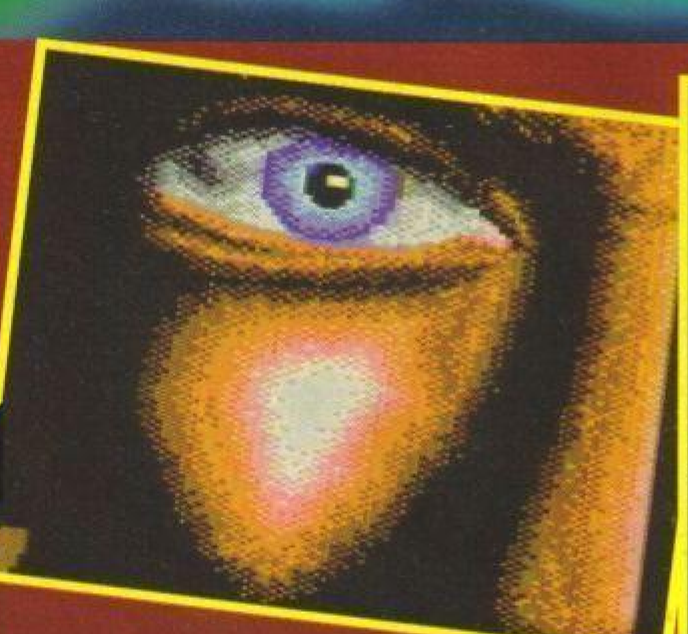
Besides drawing, Lars can also program a bit, and he's currently working on a demo together with other famous graphic artists like Hein Design and Bizzmo (featured elsewhere in this column). The music will be composed by Deek (well-known C64 musician whose triumphs include the soundtracks for *Wacky Races* and *Quick Draw McGraw* for Hi-Tec). The release date hasn't been set yet, due to the many people involved — and, speaking from experience, graphics guys tend to be, ahem… slow.

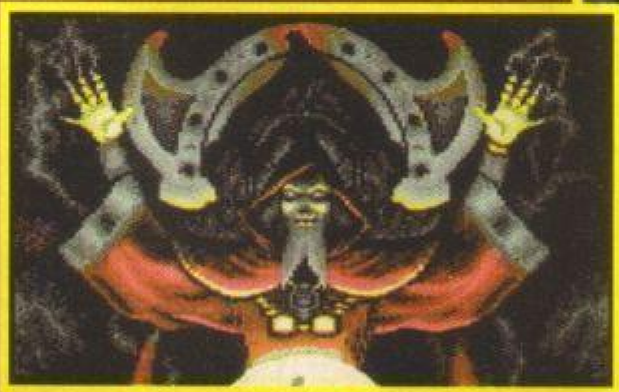
BIZZMO (Crest)

Douglas Roberts is the name given to Bizzmo by his parents (hopefully), and he lives in the UK. I can't tell you much about him, besides the fact that he's been a member of the notorious Genesis Project for some time, and has produced some excellent works of art. Some of his best pictures have been made into a compilation, but a little while ago he left Genesis Project to join Crest, one of the leading demo groups. They're currently working on *Crest's Late Night Show* which should feature Bizzmo's latest work. Bizzmo and Deek (also a former Genesis Project member) are working on a slide show too, and helping out on Mirage's demo.









HEIN DESIGN & ORC (Blackmail)

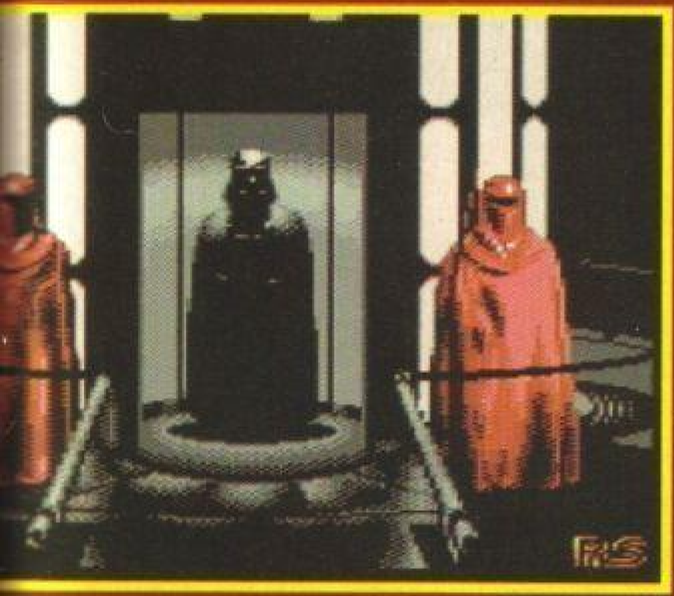
Hein Holt started his career in Vision, a group founded by his elder brother. At the time he was a reasonable artist, and Vision a respected group. When Hein met Orc at a party and traded artworks, Orc thought Hein was good enough to join Blackmail, one of the best C64 demo groups ever!

Together they formed a graphics duo called Diart, and fame came fast when they topped the charts. Their latest work can be seen in Blackmail's *Dutch Breeze*, the best design demo yet — Hein's FLI pictures are especially good. Hein and Mirage planned to do a demo together but, as stated earlier, several other arty-types have joined in.

A small tip from the master — Always look at others' work and try to learn from their style.

Spakkler (Megastyle Inc)

The Norwegians Rune Spaans and his brother Ruben are one hell of a team! Sparkler (Rune) is a graphics genius, while Scroll (Ruben) is an excellent programmer. That's why their team, Megastyle, is known for its masterpieces. Megastyle Inc was one of the first teams to achieve blinding programming effects *and* great



VISUALITY II

● Visual Reality

This new group is rather good, as they're able to combine high quality coding with superb graphics and music. But that's not a real surprise as most of the members come from other great groups such as Dominators Design and Vibrants.

Visuality II is their second demo (no prizes for guessing what the first was called), and Amiga influences are evident throughout. Effects include filled vectors, trifaces (vectors which invert when they overlap), a TV box (a vector cube with a picture on each face) and light sourcing. The only non-vector parts are the intro, a small FLI-picture and the end part. The latter features a two-screens-wide, high-resolution interlace picture (what a mouthful, eh?) and a nice tune from Jeroen Tel.

Visuality II is an OK demo, but there are no revolutionary routines or brilliant graphics and music. Nevertheless it's perfectly presented.

● Another Visual Reality product came out recently, called *Amigasaga*, a slide-show from high-resolution pictures converted from the Amiga. It's nothing special but features some really nice pics — check it out!

THE PD VERDICT! 7/10

censor design
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2. Monthly NEWS
3. Interview one
4. Interview two
5. Demo Reviews
6. Interview Hein
7. Facts... or not
8. Board section
9. INSTRUCTIONS

graphics in the same demo, with titles like *Piece Of Cake* and the *Brainstorm* series.

Recently renamed Megastyle Productions, the team is said to be working on commercial game titles.

ORIGON: THE REQUEST

● Elysium

Following the already-classic *Elysion, A Requiem* by Origo, comes this mickey-take. Featuring Plasma (weird colour transformations), raytracing (converted from the ST using a PC — honest!), Bezier's curve (a strangely moving line), and a TV box (explained earlier), it scores high on the Amiga-inspired-demo scale. But so did *Elysion*. And that had an excellent design as well, instead of the unoriginality of *Origon*.

THE PD VERDICT! 6/10

2 YEARS FACES

● Faces

Guess what? This demo is dedicated to the fact that Faces were formed two years ago… honest! They're a Hungarian group, and not a bad one either!

The demo starts a bit awkwardly. Most demos feature a small note on the disk, with some explanations, forgotten credits, and tips. And most of the time, these notes aren't read. To make sure theirs is, Faces have swapped the names on their disk directory so when you select *2 Year Faces* you load the note! To load the demo, you pick '—DEMO NOTE—'.

However, reading the note is essential, because when the demo is loaded the only thing you see is 'syntax error'. As the note explains, it hasn't crashed — instead you're given five seconds to type 'Faces' to start the demo.

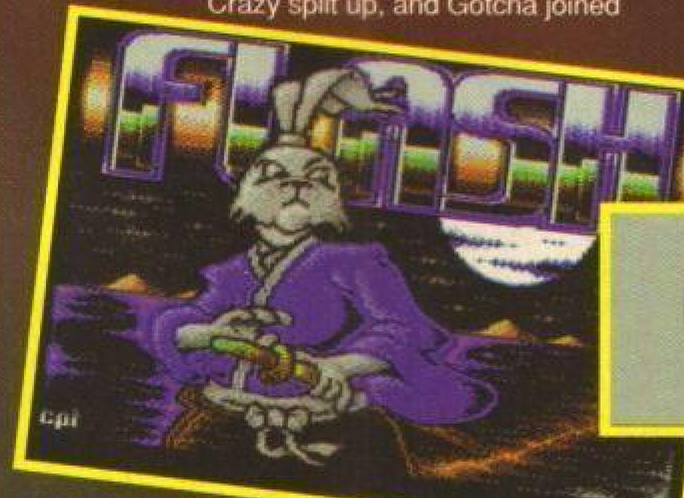
This features shadow vectors (filled vector objects with a… erm… shadow), a chessboard (field of coloured squares zooming in and out), metamorphoses (pictures transforming into other pictures), and unlimited bobs (balls swinging over your screen).

Again I must say there's nothing new here, and that leaves the design to make it a good demo. Sadly, I can't say that the 'logo scroller and Special Effect' theme is particularly original. *2 Years Faces* isn't bad, but lacks that certain something to make it brilliant.

THE PD VERDICT! 5/10

Gotcha

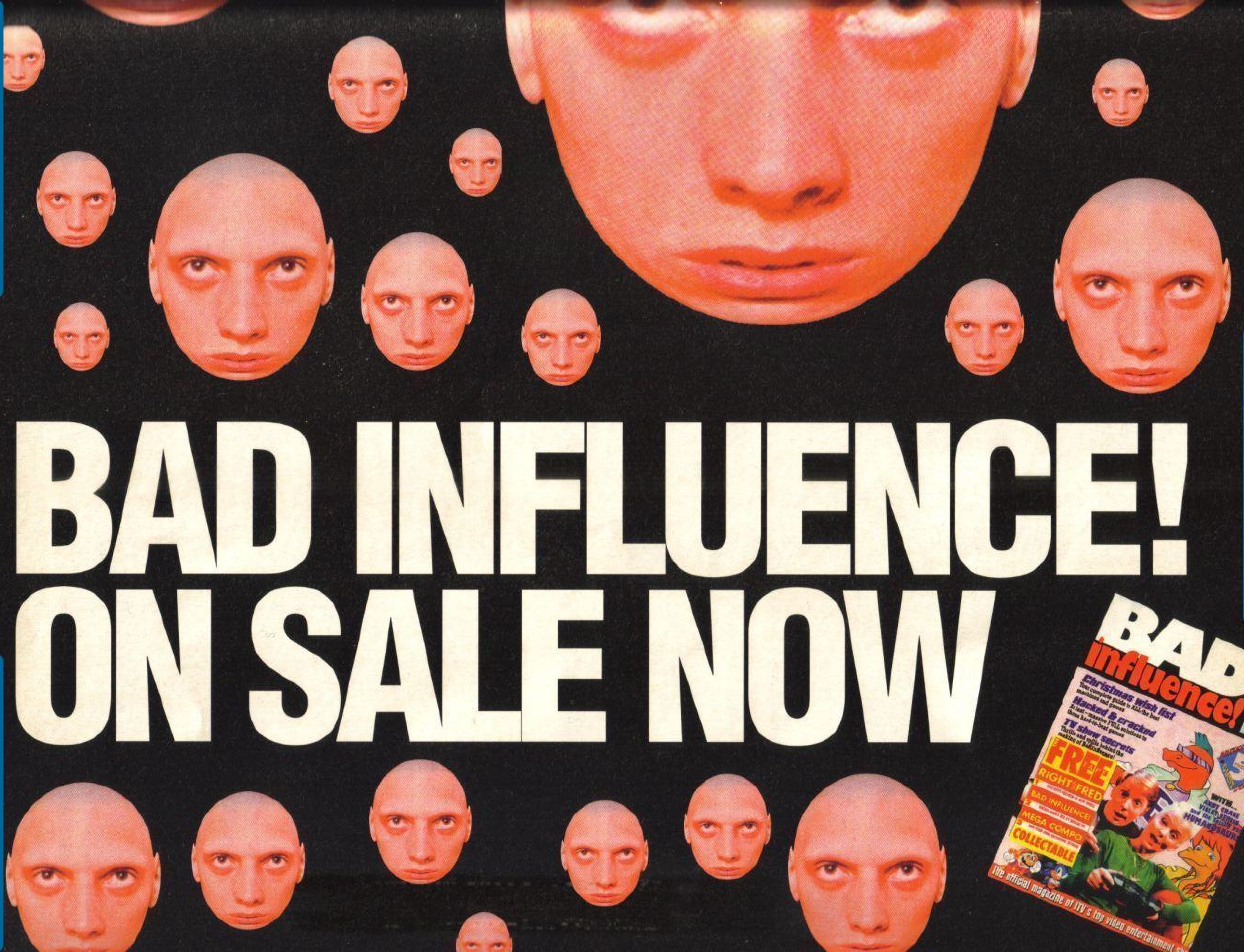
Before his recent retirement, German graphics guy Dario Krobath was one of the best! He started to gain popularity when he and his friend started the disk magazine *Mamba*, which was soon to become one of the leading scene mags. Some of his best work can be seen in Crazy's last demo *That's Design*. Not long after its release, Crazy split up, and Gotcha joined Enigma, but left to join Cosmos Design shortly afterwards. In that group he did the graphics for games (including *Logical*), but his interest in computers wore thin. Not too long ago he compiled all his last artworks into a graphics demo, along with the message he would no longer be active on the scene.



- These aren't the only graphic artists on the scene, but they're arguably the best, and could be compared to top commercial artists such as Dokk, Steve Rowlands, Robin Levy, and Bob Stevenson.

That rounds up the most interesting PD products. Next month I'll bring you an interview with ace musician Jeroen Tel, one of the best (if not the best) on the C64 scene... Until then, have a banana!

GET AHEAD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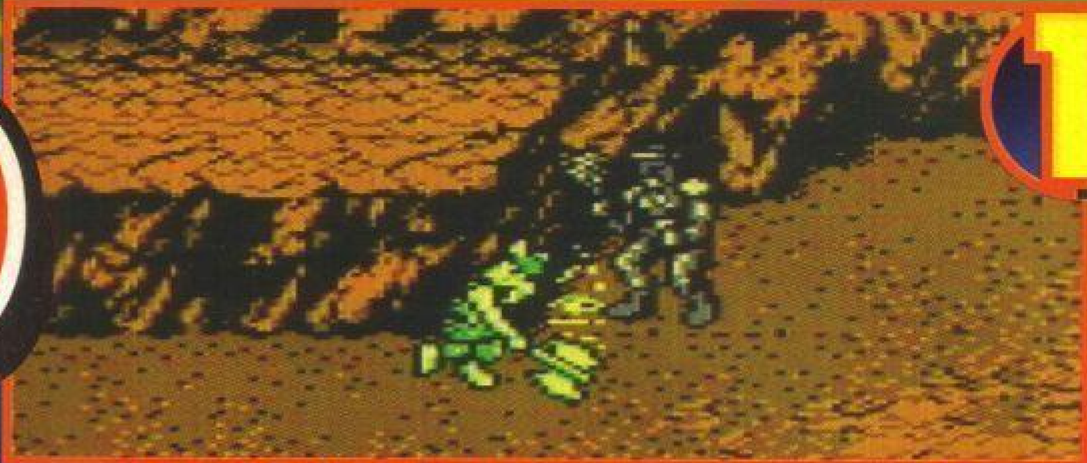

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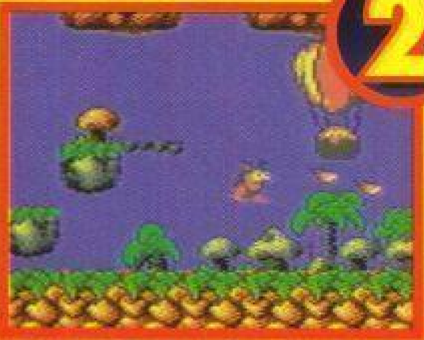

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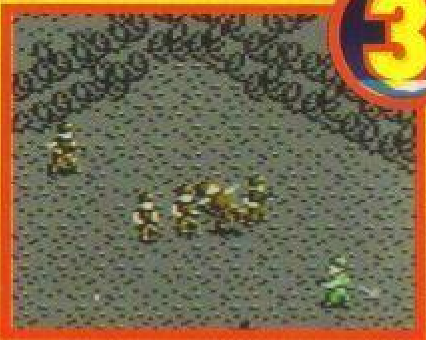

ARNIE Zeppelin £3.99

ELSPA CHARTS PENGUIN
COMPILED BY GALLUP
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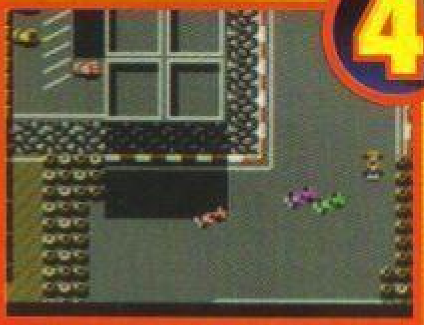
With our exclusive GALLUP Top 100 chart, you can study the form and find out which C64 games are flying off the shelves... and which are gathering dust. Codies' racer *Slicks* zooms straight in at number 4, while former top-seller *Arnie* is still going great guns at 3.



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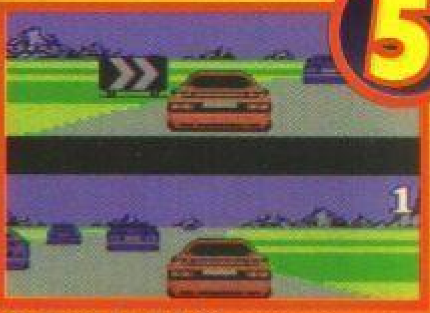

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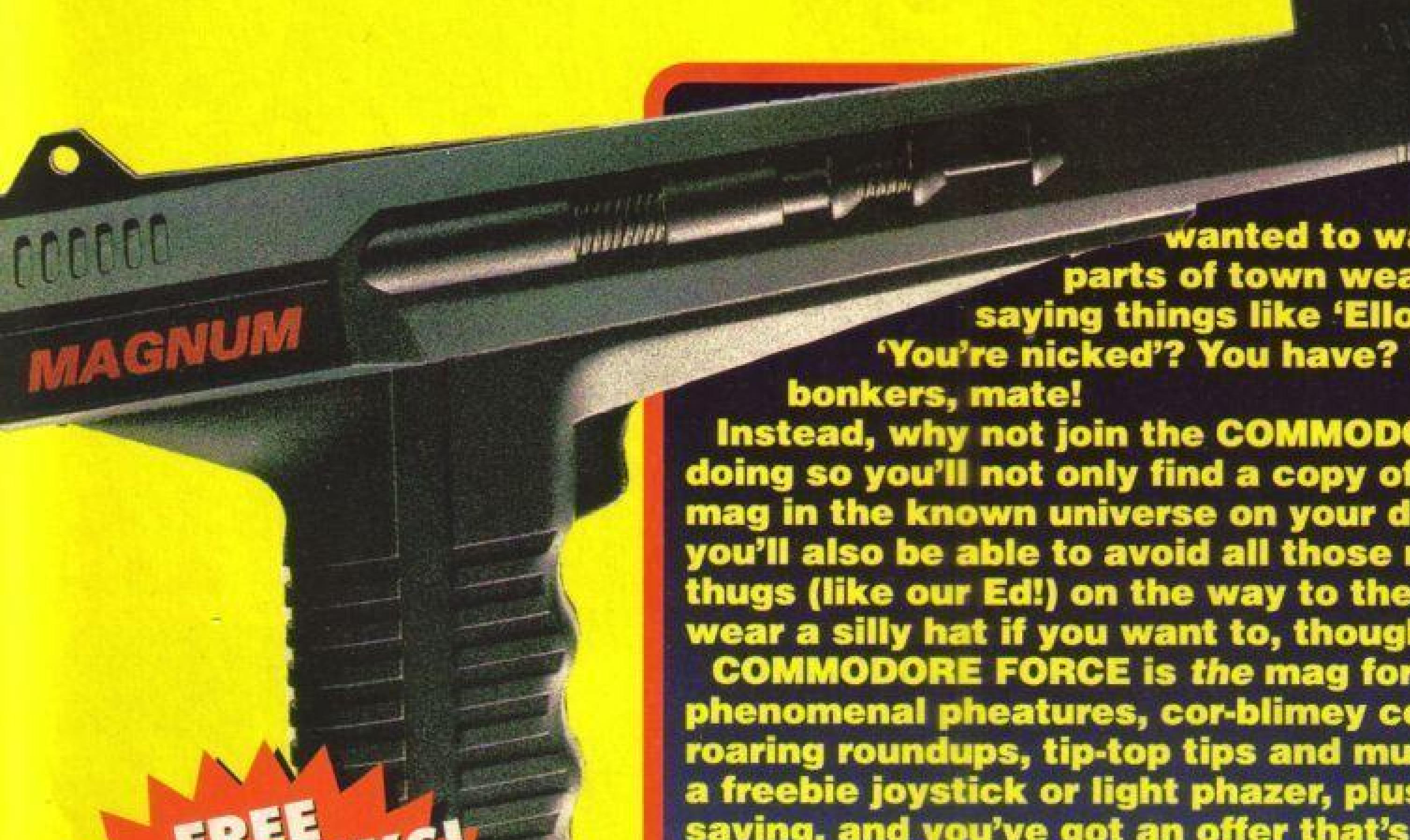

Have you even wanted to walk around dodgy parts of town wearing a silly hat and saying things like 'Ello, ello, ello' and 'You're nicked'? You have? You must be flamin' bonkers, mate!

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WHATEV

What a lucky guy IAN 'DASHING' OSBORNE is. The irritating little blighter visits a magic land, squeals in delight at playschool, and handles his chopper. That's after getting a sneak preview of Kim Basinger!

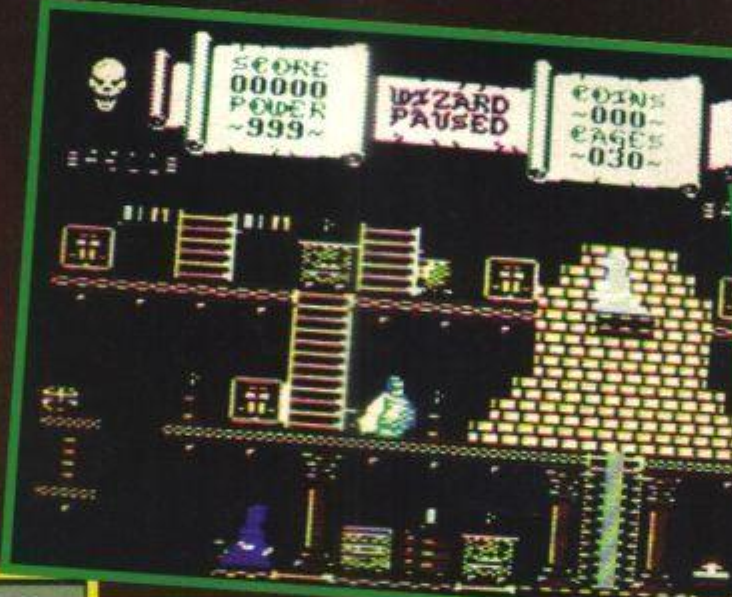
MAGIC RUFUS

● Alternative Software

Life was pleasant in the land of Twicky. The trains always ran on time, important letters never got lost in the post (though junk mail from double-glazing firms always did), and everything was sweetness and light. Not any more! You see, idyllic surroundings are all very well, but they're hardly conducive to a spawny computer game. It came as no surprise when two evil wizards took over, imprisoning the unfortunate Twickies — except Rufus, who escaped!

You must help Rufus in his quest to free his friends, battling your way through eight levels of nonstop platform action! Starting each level with full power and no spells, luckily for you the wizards have carelessly left behind the odd incantation — if you see one, grab it!

Magic Rufus hits the shelves in December. If it's half as good as its predecessor, *Reckless Rufus*, it'll be a real winner — it's C64 only, too!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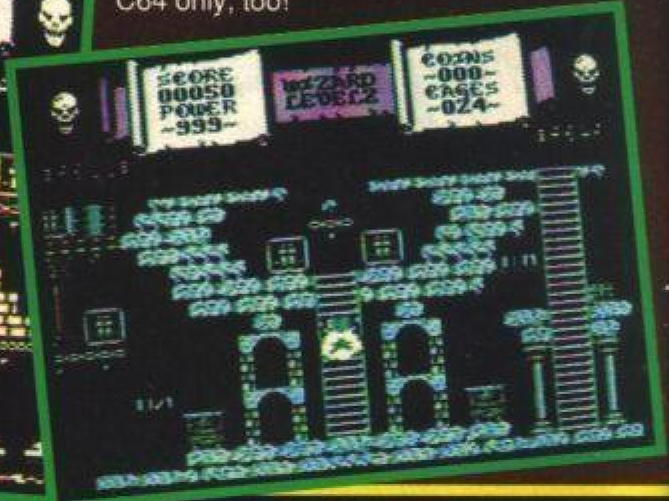
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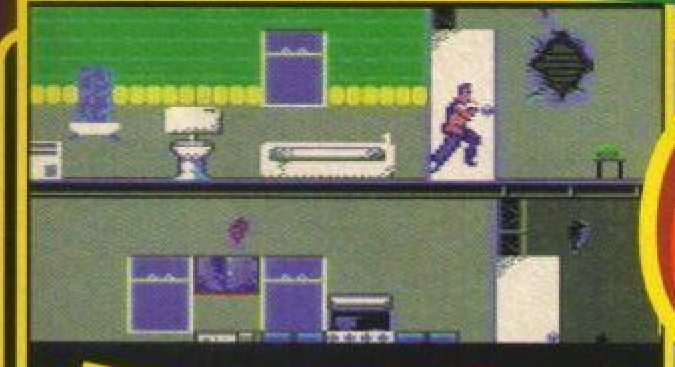
PLAYD

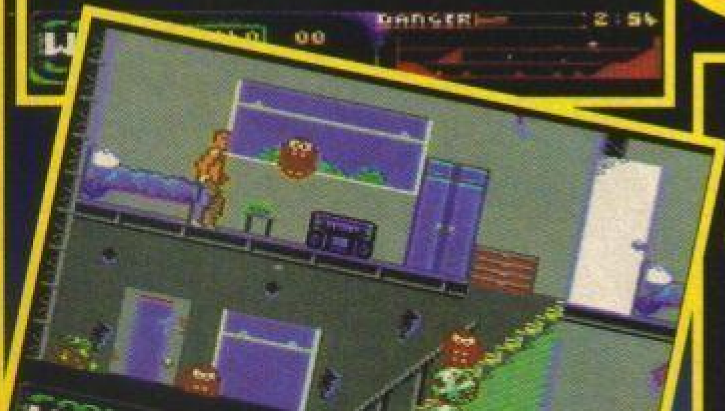
● Alternative Software

Here's one for the kiddies — based on the longest-running pre-school programme on TV, *Playdays* is an educational outing aimed at the younger Commodore owner. And, erm… we can't tell you much more about it than that, really.

…The loading screen's pretty good eh? Erm,

COOL WOR

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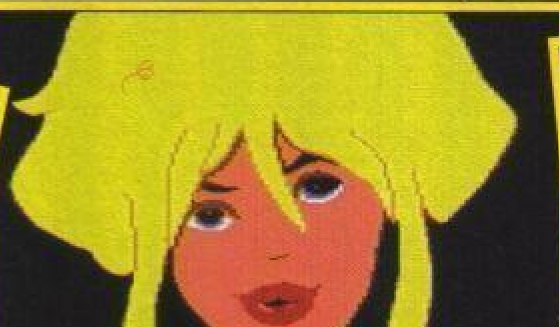

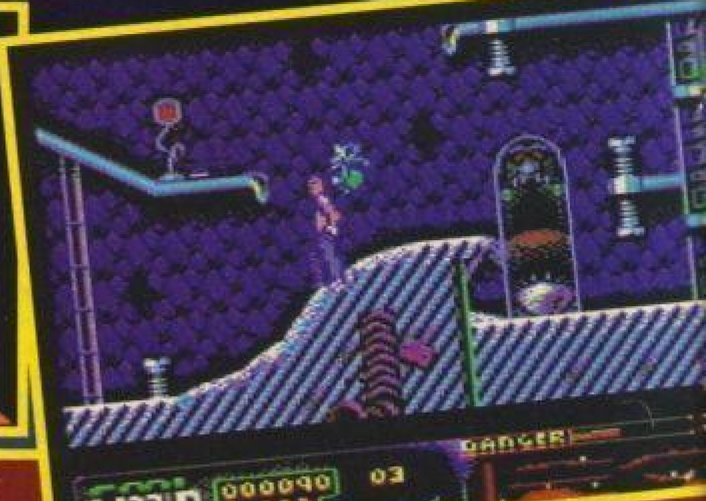
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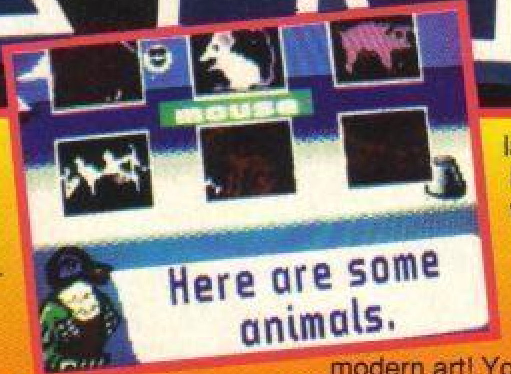
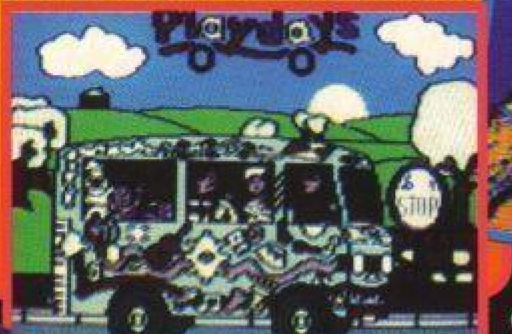


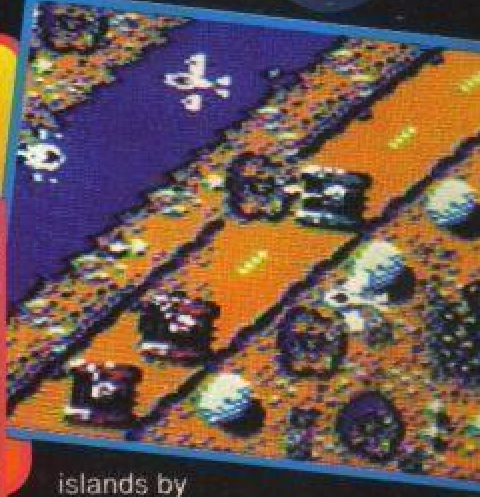
it er, looks a bit like the Mystery Machine out of Scooby Doo — remember Scooby Doo? That brilliant 1970s cartoon series with (snip! Stop waffling and get on with it — Ed). Erm… okay.

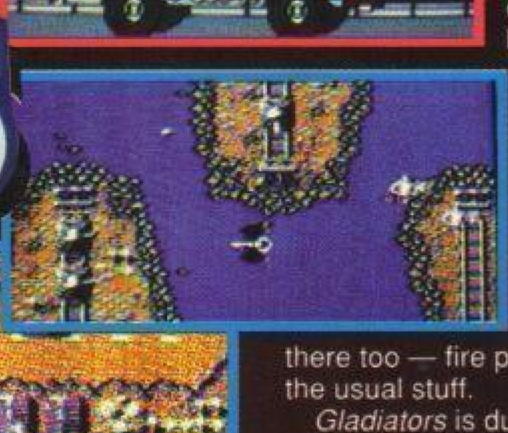
The screens are very colourful, in fact they're as colourful as, erm, a very colourful thing. They remind me of my last trip to the local art gallery, which was ace! It's not so good now though, 'coz they've filled it with modern art! You know, where an 'artist' expresses himself by kicking a kettle across the room, then charging National Heritage a five-figure sum for it (keep this up, Ian, and it's P45 time — Ed).

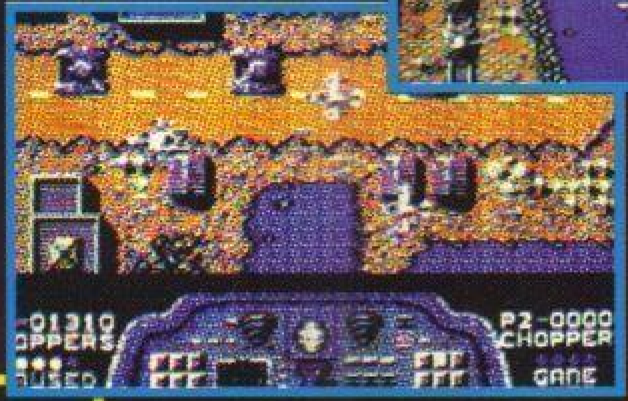
Ahem! *Playdays* will hit the shelves, erm, on the day it's released, and look forward to a full review whenever (you're fired — Ed).



GLADIATORS







• Alternative Software

Oh wow! Another newie that's only appearing on the C64 — it's great to know that companies like Alternative know exactly which machine to support, innit?

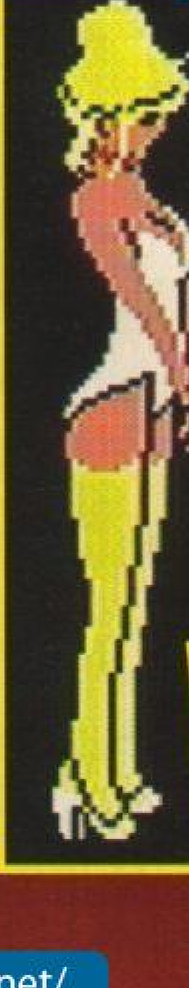
And no, it's got nothing to do with its muscle-bound TV series namesake. *Gladiators* is a viewed-from-above horizontally scrolling blaster in the *Uridium* mould, and features eight sections of nonstop blasting. Your mission is to liberate eight recently captured islands by chewing up enemy hardware, letting the ground forces dispose of the remainder.

Your chopper (for that's what you fly) can take a number of hits before biting the dust, but too much damage slows down your rate of fire and makes the helicopter handle sluggishly. The inevitable power-ups are there too — fire power, energy, bonus points, all the usual stuff.

Gladiators is due for release around the first week in December, and I for one can't wait. Look out for a full review in COMMODORE FORCE — soon!

LD

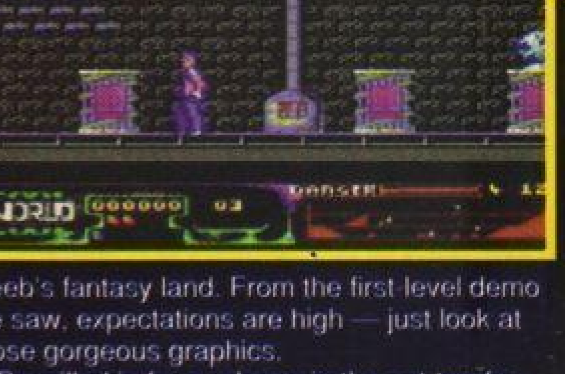
• Ocean



Cool World is one of Ocean's new film licences, and follows the story of a certain Jack Deebs. An artist, comic book illustrator and all-round jailbird, Jack kept himself sane while doing time by creating his own personal 'cartoon world'. Here, everyday life imitates a nightmarish Looney Tunes scenario, where items such as pianos fly like birds, and fall like stones onto passing pedestrians.

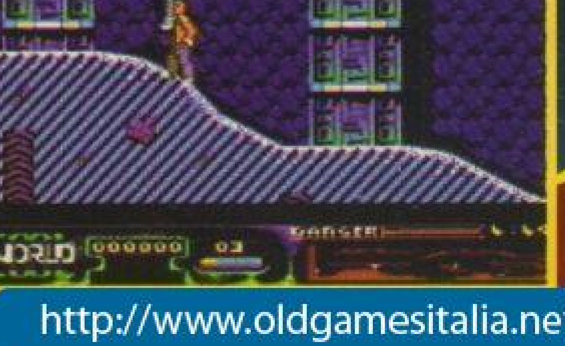
However, Cool World eventually comes to life, sucking in its creator and leaving him vulnerable to the dark, nasty characters that live there. All of these are seeking to kill him, except for a certain Holli Would (aka Kim Basinger), the hippest doodle ever to slink on two (well-tanned) legs. Holli sings at a nightclub near to where Jack first arrives, and desperately wants to escape back into the real world, where she'll take on human form (probably).

So, enough of the plot — you may be thinking how on earth Ocean could succeed in converting this onto the trusty C64. Well, for a start it's being coded by the same people that brought us the wonderful *WWF*.



Your objective (as the unwitting creator, Jack) is to go between Cool World and reality, destroying the cartoons that are infiltrating the real world and stealing everyday objects to take back into Mr Deeb's fantasy land. From the first-level demo we saw, expectations are high — just look at those gorgeous graphics.

Pencilled in for a release in the not-too-far future, *Cool World* looks to be the game to start the New Year with, if just to see the pictures of Kim Basinger included on the introductory sequences…



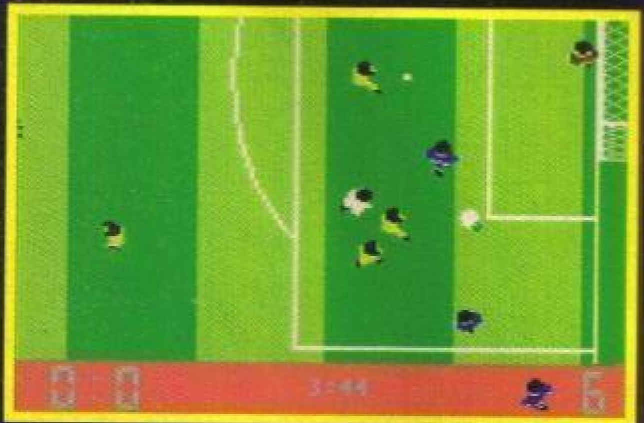
COMPILATION

BOX TWENTY

● Prism Games, £19.99 cassette & disk

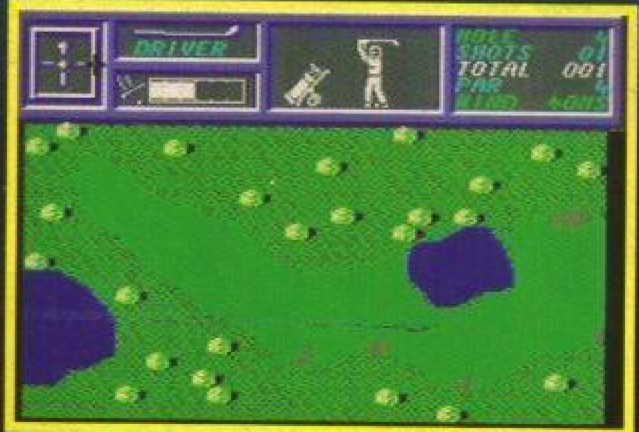
Wow — 20 games on one page! No words to waste here, so let's scrub the intro and get going...

KICK OFF
The pack kicks off with this mildly playable, horizontally scrolling footy sim. Comprehensive options can't hide its slow speed and lack of tactical depth (run at the goalie and shoot), but it's okay for a quick kick-about.



HEAD COACH
This wildly inaccurate American Football management sim features matchstick players, no substitutions, three offensive play choices, two downs (not four), and a single time bar instead of four quarters! Get serious.

CHALLENGE GOLF
Hmmm, not bad. It's not the most interactive golf sim around — you can choose your club, shot direction and power at your leisure, with no danger of slicing the ball or hitting it harder than you intended. However, it's a real treat for haters of games relying on reflexes.



FOOTBALL MANAGER
What can you say about *Football Manager* that hasn't already been said? Crude by today's standards, but still fairly absorbing.

5TH GEAR
An overhead-view driving shoot-'em-up that plays like a cross between *Supersprint* and *Tranz-Am*. The tight positioning of obstacles makes building up speed impossible, spoiling what could've been a reasonable game.

DAYS OF THUNDER
One of the most boring racers ever. Blocky graphics, hideous sprites and ridiculously long races make this one to avoid — file under 'never load again'.

RALLY SIMULATOR
Your car drives like a drunken curling stone, the directional arrows make the hideously complex road even more confusing, and a the start of each race your opponents race off the grid leaving you standing — you'll never catch them either!

MOUNTAIN BIKE RACER
A mildly playable side-view outing. Thankfully there's no waggling involved, but it's still nothing to write home about.

SNOOKER & POOL
These are the most primitive baize-bashers I've ever seen. The table dwarfs the balls, making them look like marbles, and the slightest touch sends them rolling for miles!

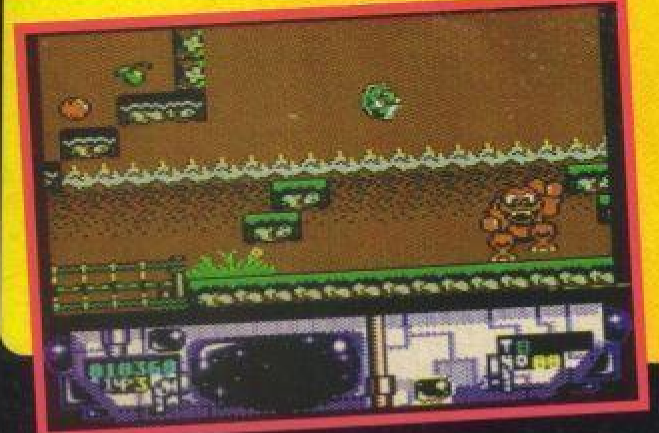
COLOSSUS 4 CHESS
Despite the lousy user interface, this one's pretty good. It plays a mean game, but you'll have to puzzle out its idiosyncrasies yourself — the instructions are in microdot!

VIDEO CARD ARCADE
The instructions give no idea as to what controls are used, and when I tried desperately prodding the keys in the hope something would happen.

SUPER ALL-STARS

● CodeMasters, £12.99 cassette

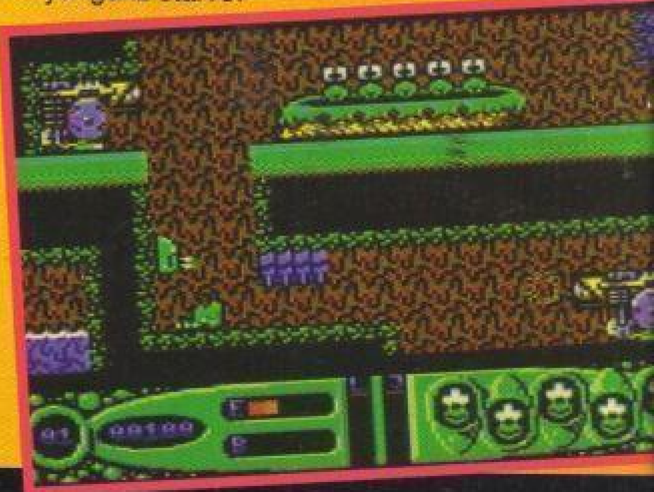
When times are tough, budget bargains and crazy compilations make life easier on the wallet. Or do they? *Super All-Stars* doesn't quite live up to its title, but it's a fair romp nonetheless.



TURBO THE TORTOISE
Originally developed by Hi-Tec, *Turbo The Tortoise* was snapped up by the Codies. Rather good it is too! There's nothing particularly original here, just a standard platform-plodding shoot-'em-up, but slick execution makes it a real winner! It won't hold you forever, but expect a few sleepless nights in the short term — perfect budget material, methinks!

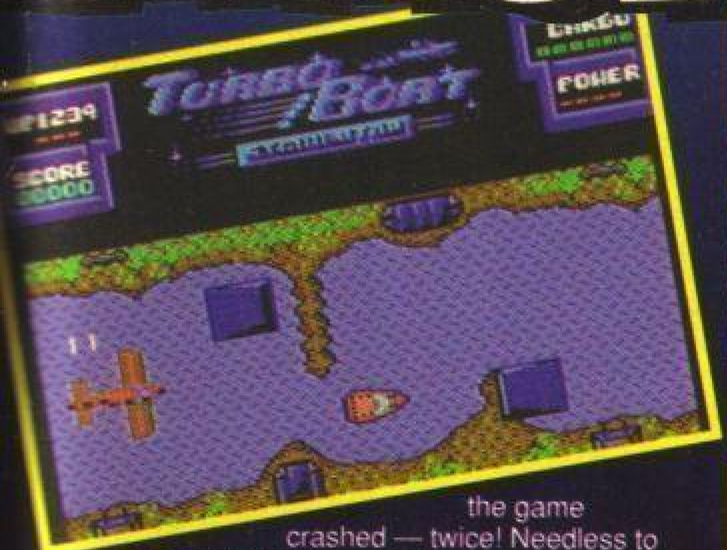
STEG THE SLUG
If *Turbo*'s a brilliant but derivative game, *Steg*'s an absolute cracker in all departments! In this cutesy cartoon save-'em-up, Steg must feed his kiddies (T'yungunz) with grubs (ugh)! To get them to the nest, Steg traps them in bubbles which then float away, blown all over the place by air jets, pranged by spikes, and helped along with a little nudge from Steg.

This forms the heart of the game: which jets should Steg switch on and which should he leave off? What's the best way over this set of spikes? What's the best time to use the performance-enhancing power-ups scattered along each level? Be quick about it — delay too long and T'yungunz starve!



ATION!

Loads of games for not much cash: is it always a good deal? IAN 'WATCHDOG' OSBORNE wades in to consumer-test two new compilations... and walks into a potential deathtrap!



the game crashed — twice! Needless to say I didn't bother reloading.

TURBO '64

Another dodgy racer that drives like James Dean. Why play this garbage when the excellent *Continental Circus* is on this month's covertape?

GLIDER PILOT

Could've been a goodie, but what you do with the joystick has little effect on what happens on the screen — so why bother?

ICE HOCKEY

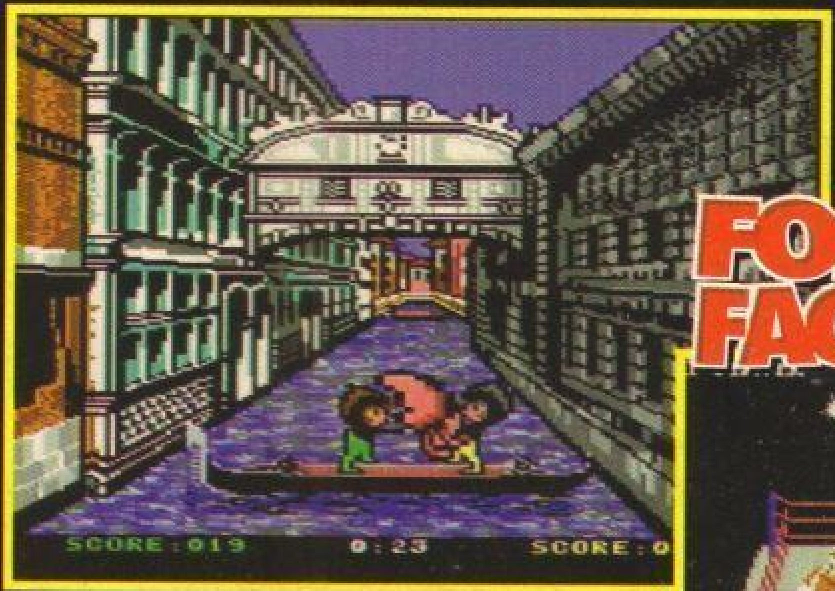
Dreadful graphics, goals the size of postage stamps, computer-controlled dudes that rush round like headless chickens… need I go on? (No — Ed)

TURBO BOAT SIMULATOR

A horizontal blaster with virtually nothing to blast — yes, it really is that bad!

ALTERNATIVE WORLD GAMES

Not bad — not bad at all. I'm not a great fan of multi-event wagglers, but it's nice to see a bit of originality in the genre. You'll be ploughing your way through events such as boot throwing, pillow fighting and sack racing, all presented with a great sense of humour. Not as playable as today's outings, but worth a go.



ROCK & WRESTLE

WWF this isn't! 'Full instructions on screen' screams the manual — there aren't, and I was left to puzzle out what the joystick movements actually do, which doesn't seem to be a lot.

WATER POLO

Now this is more like it — a sports sim that's actually fun to play! Controls are tricky and computer opponents too tough, but it's a gas in two-player mode.

BEACH BUGGY SIMULATOR

Should be called '*Moon Buggy* rip-off minus the gameplay'. The sparse simplicity of its inspiration has gone, leaving behind a shoddy parody. It's damned-near impossible too!

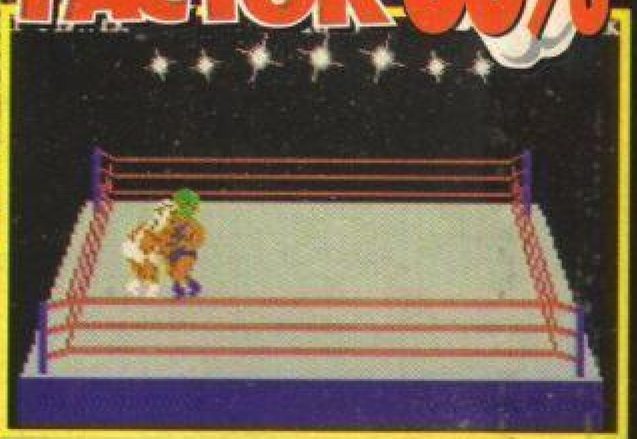
STUNT BIKE SIMULATOR

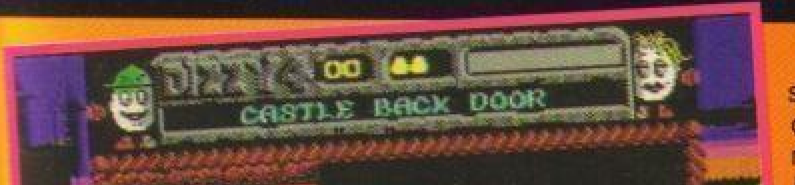
One of the collection's better games, but that isn't saying a lot. Could've been good fun if it weren't so damned unforgiving.

Conclusion

So there we have it — there's nothing really outstanding here, and an awful lot of crud. You get loads of games for your dosh, but so what? I'd rather splash out on five decent budget games or two full-pricers than a boxful of fillers, but the choice is, as ever, yours.

FORCE FACTOR 36%



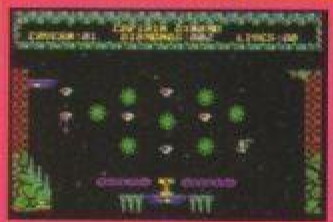


MAGICLAND DIZZY

Has anyone not heard all the bad 'egg' jokes that litter Dizzy reviews? We're as sick of cracking them (no pun intended) as you are of reading them, so let's get on with the review…

Dizzy is not a happy chappy. The evil wizard Zak has cast a spell on six of our hero's friends, causing all manner of havoc and distress! Dizzy's task is to gambol his way through a multiscreen arcade adventure, solving object-based puzzles, rescuing his buddies, and defeating Zak's.

So far, each *Dizzy* game's been a slight improvement on the last, and this one's no exception. Unfortunately too many Codies arcade adventures have been straight Speccy ports, but running far slower — alas, *Magicland*'s one of these! Its charm and humour make it a fair game, but check out our *Crystal Kingdom* review and think how good it should've been!



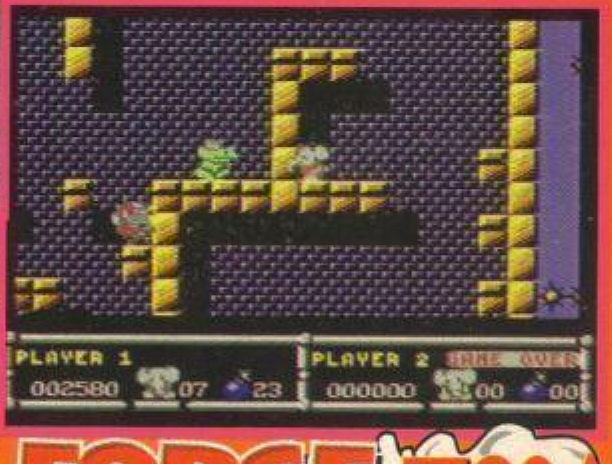
CAPTAIN DYNAMO

Oh good grief, I thought we'd seen the last of this turkey! Check out our review on page 58 for the lowdown, and we mean LOW!

CJ IN THE USA

Aha, a controversial one! This game has its fans, but personally I find it boring and frustrating. Do we really need another platform pounder in the *Stuntman Seymour*/*Elephant Antics* mould? And if we did, should it really depend on unfair deaths and lousy collision detection for its difficulty? All through the game you're forced to take leaps in the dark, hoping you'll hit a platform and not a hazard — this isn't good arcade action, just tedious trial and error!

The trouble with releasing budget games as full-priced compilations is, if you've got just one of them (ignoring the hideous *Captain Dynamo*, of course), it'd be cheaper to buy the rest individually! *Super All-Stars* is definitely good value for money, but only if you're a die-hard *CJ* fan lacking all four 'decent' games.



FORCE FACTOR 72%

CRYSTAL KINGDOM

• CodeMasters, £9.99 cassette

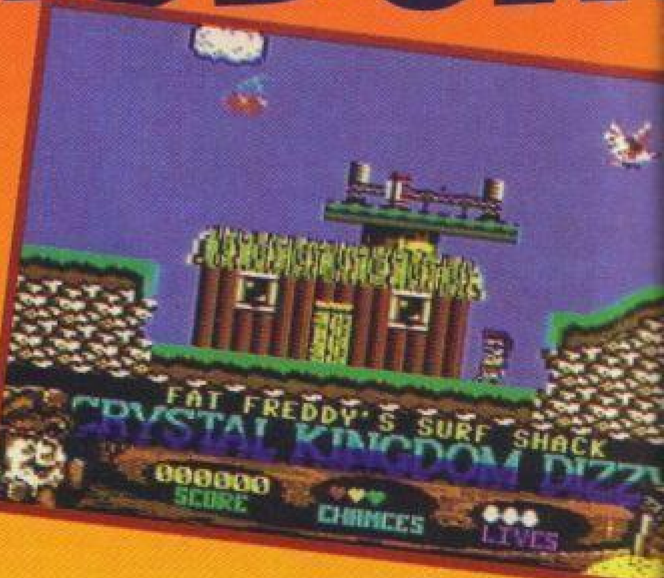
Dizzy reviews and rotten-egg jokes usually go hand in hand. JAMES 'NOT THIS TIME!' PRICE endeavours to change all that...

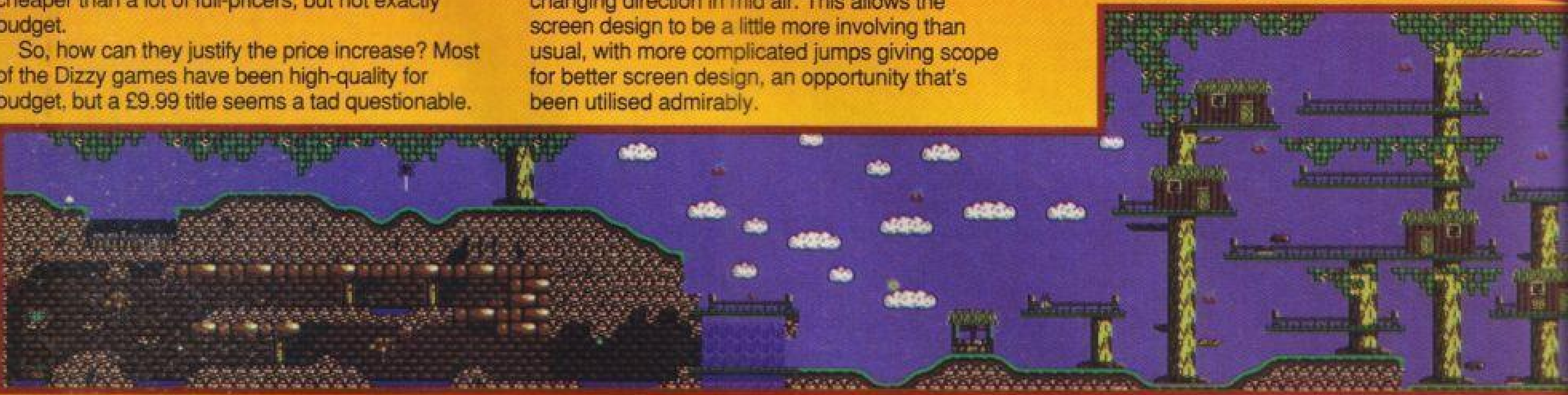
This is the latest in the long line of egg-related products from CodeMasters. Obviously, the Yolkfolk are still present, doing business as usual — but this time, at a higher price. The Codies (in their infinite wisdom) have deemed it appropriate to release a Dizzy game for £9.99; cheaper than a lot of full-pricers, but not exactly budget.

So, how can they justify the price increase? Most of the Dizzy games have been high-quality for budget, but a £9.99 title seems a tad questionable. Dizzy's reputation has been growing steadily over the years, with games such as Treasure Island Dizzy, *Magicland Dizzy* and *Spellbound Dizzy* each improving on the last, but all using a similar sort of game design with graphics tailored to fit the plot.

Crystal Kingdom revolves around Dizzy's quest to retrieve Zeffar's Crystal Chalice, Crown and Sword, these being the only items capable of halting the thaw threatening the future of the Crystal Kingdom. But who wants to hear about a plot? Everyone buys Dizzy games for the puzzles and tricky platform jumping.

Crystal Kingdom doesn't disappoint in this respect. During the gap between this game and the last, Diz has been in the gym, improving his (slightly limited) athletic ability so he's now capable of jumping variable heights, not to mention changing direction in mid air. This allows the screen design to be a little more involving than usual, with more complicated jumps giving scope for better screen design, an opportunity that's been utilised admirably.





SOLO FLIGHT

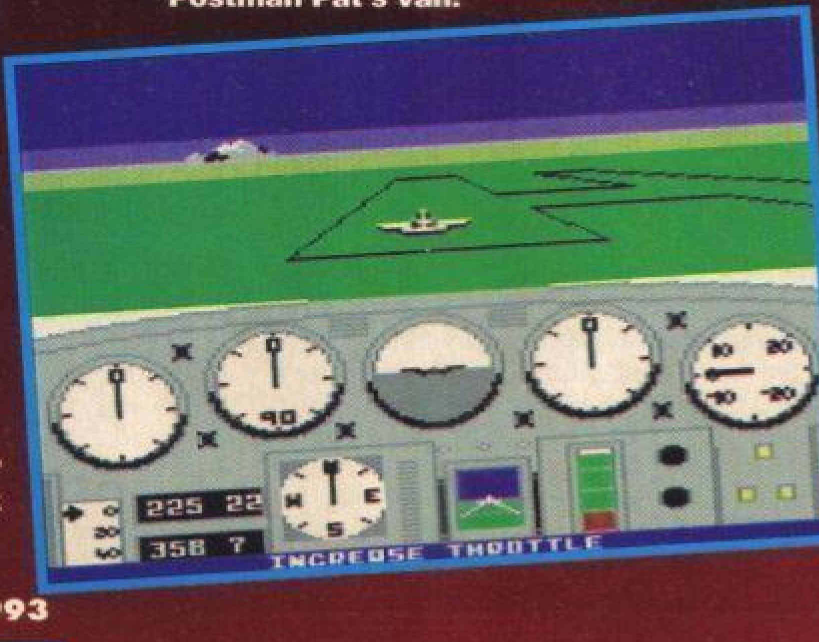
• Kixx, £3.99 cassette

Many an hour can be passed by gazing into the skies, let alone flying around them. CHRIS 'CHOCKS AWAY' HAYWARD dons a large flapping scarf and sprints up the runway to join those magnificent men.

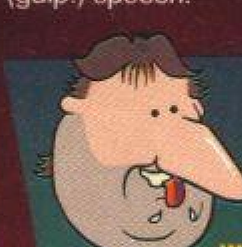
A flight sim, eh? Sounds exciting. What could it involve? Taking control of a rugged jet fighter on a one-way, suicidal ticket to destruction? No? All right then, can I settle for a quick hostage rescue using an armoured Gunship? Well, not exactly — it's actually delivering letters using a little airplane!

Solo Flight aims to capture the essence of America in the 1930s, when small light aircraft (the Ryan S-T, to be precise) were used for mail delivery. Of course, in those golden days travelling cross-country by air was particularly dangerous. The plane was prone to mechanical failures and there was the added risk of being blown off course by ever-changing cross-winds.

Just as well, then, that *Solo Flight* includes a comprehensive practice mode to get used to the plane. You can try Clear-Weather Flying, Landing, Contest (a multi-player game, the winner being the one with the best landing), and IFR (Instrument Flight Rules) where you must rely on your instruments alone because of low cloud. You're also accompanied by a flight instructor who gives assistance via text messages and (gulp!) speech.



• Okay, so it's not exactly an F-16, but it's got a more powerful engine than Postman Pat's van!

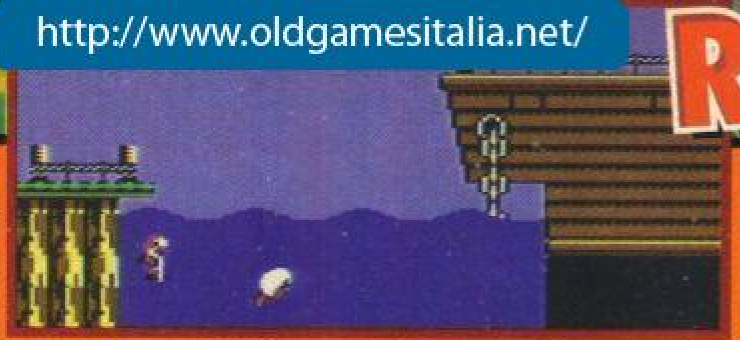


PHIL!

• I'm sure *Solo Flight* was good in its day, but the C64's come a long way in six years, and been inundated with many far-superior flight sims. You'd have to be a real fan of the genre, *and* on a nostalgia trip to get any enjoyment here. The gameplay's even sparser than the crude graphics — you're liable to fall asleep at the controls.

42%

DIZZY

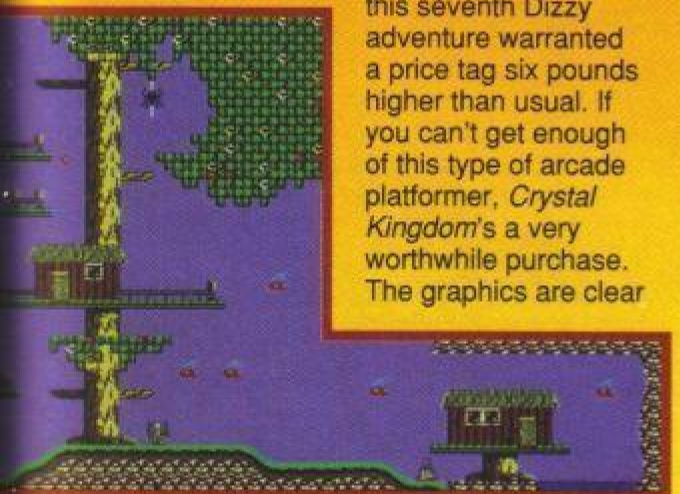


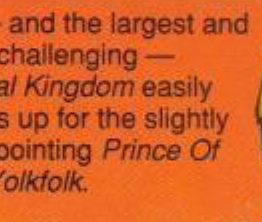
Four times the fun

Another departure from existing adventures is the game's division into four levels, each with their own graphical style: the Yolkfolk village, Captain Blackheart's pirate ship, a desert island, and the Crystal Kingdom itself.

When one section's completed, a password is given allowing the player to restart at the beginning of the next level after dying. This is very good news for people (like me) who hate returning to the start of a game when killed, having nearly completed it. Considering the number of screens included in *Crystal Kingdom* (over 100), you can see the undeniable logic of this — a pat on the back for the programmers.

The question raised earlier was whether or not this seventh Dizzy adventure warranted a price tag six pounds higher than usual. If you can't get enough of this type of arcade platformer, *Crystal Kingdom*'s a very worthwhile purchase. The graphics are clear and colourful, the puzzles rely on logic rather than endless, laborious guesswork, and the interaction with other characters adds atmosphere. I love it. By far the best Eggy game yet — and the largest and most challenging — *Crystal Kingdom* easily makes up for the slightly disappointing *Prince Of The Yolkfolk*.





JAMES! 90%

PHIL!

● This is a welcome change from some of those naff, ported-across Spectrum conversions Dizzy's previously starred in. No flickery, monochromatic graphics here: the Crystal Kingdom is a colourful place indeed. And big too: four mammoth levels offer plenty of exploration, and heaps of puzzles to solve. Not to mention great graphical variety — I love Level 2's giant pirate ship. Having said that, there are no real gameplay innovations over previous Dizzy outings (even Level 3's scuba diving's been seen before in *Treasure Island*). This wouldn't normally bother me — Dizzy games are always incredibly playable — but I was expecting something a bit more special, considering the huge price hike. I mean, you can grab a five-game Codies compilation for the same amount. Even so, it's the best Dizzy game yet, and compares favourably with other full-price releases.

87%

GALE WARNING

■ PRESENTATION ■ FOUR LEVELS IN A SINGLE LOAD, PLUS PASSWORDS 95%

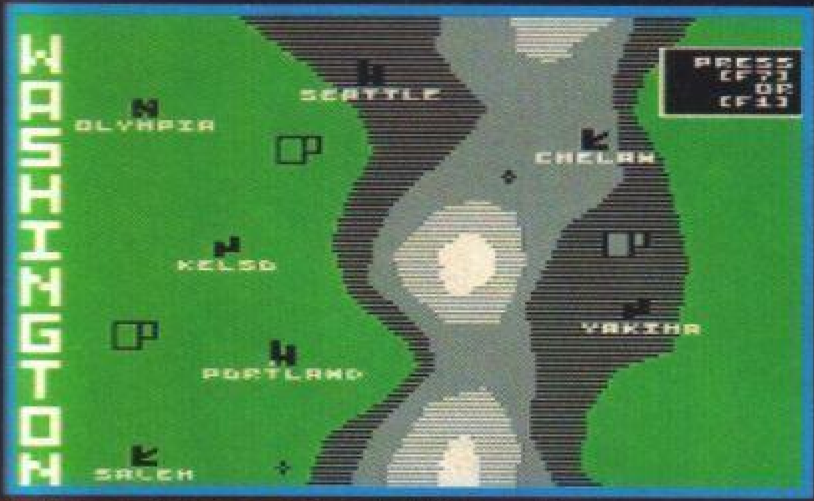
■ GRAPHICS ■ NICE AND COLOURFUL, WITH GOOD VARIETY IN LEVELS 83%

■ SOUND ■ 'BIG SCORE' (GET THAT RICHARD!) ACCOMPANIES THE ACTION 82%

■ HOOKABILITY ■ FAMILIAR DIZZY ACTION IS IMMEDIATELY PLAYABLE 88%

■ LASTABILITY ■ FOUR LARGE LEVELS PACKED WITH PLATFORMS AND PUZZLES 89%

FORCE FACTOR 89%



● Your delivery area's a lot bigger than Greendale — you even need a map!

Options for the Mail Run include night-time flying and a choice of six US states. Your mission (should you choose to accept it!) is to deliver five bags of mail to their destinations in the least amount of time. The screen layout's a little odd: the 3-D view is from behind your plane, but below this is the cockpit control panel, showing altitude, airspeed, etc. Points are awarded for good landings and craft handling.

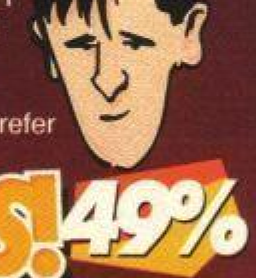
Play-by-mail speed

Original producers MicroProse are famed for their great simulations, but *Solo Flight* isn't one of them. It's just so boring. A lot of time is spent doing nothing whatsoever. A feeling of speed would have been appreciated; the update is far too slow. I realise light aircraft don't travel at supersonic speeds, but the plane seems stationary in mid air.

There's little variation in the different states (the same distant mountain appears in each) and ground objects are very sparse. During night-flying the screen's completely black (or white if there's low cloud) — you can only see the cockpit dials. This may be an accurate representation, but what's the point? Staring at a few gauges for an entire game is hardly adrenalin-pumping.

There are some neat touches, though: you can look at the terrain from different angles (even though you only see sky, grass and that inevitable mountain), the weather changes, and the instructor's voice is a novel idea (even if it does sound like a dalek in a death-metal band).

If there was an exciting mission to complete, it may have been more fun — delivering letters is hardly the most stimulating task. Flight-sim fans may be kept busy for a while, but I doubt it. It's not horrifically bad, it just doesn't cut the cheese in the right places. If this is an accurate simulation of piloting a plane, I'd prefer my feet to remain firmly on the ground.



CHRIS! 49%

GALE WARNING

■ PRESENTATION ■ DULL INTRO, BASIC OVERALL LOOK, USEFUL FLYING TIPS 47%

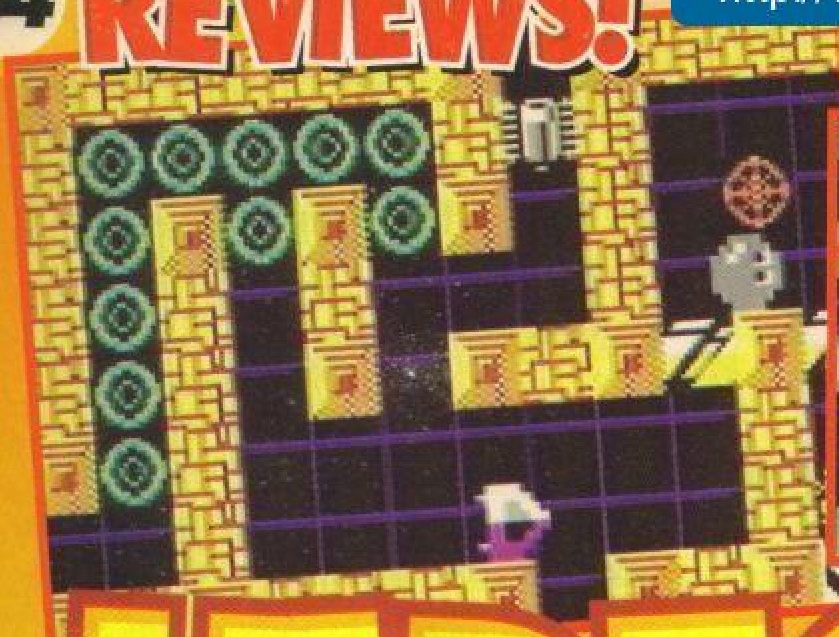
■ GRAPHICS ■ SPARSE SCENERY WITH NO VARIATION TO EACH SECTION 44%

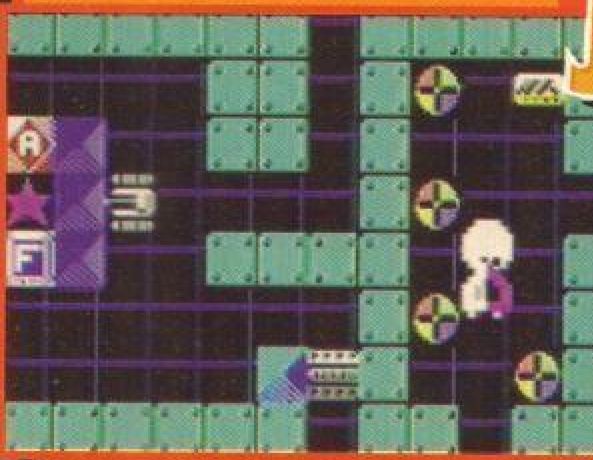
■ SOUND ■ MUFFLED IN-GAME SPEECH, NO TUNES AND VERY POOR FX 49%

■ HOOKABILITY ■ QUITE EASY TO GET INTO, LANDING TAKES LOTS OF PRACTISE 50%

■ LASTABILITY ■ THERE ARE MANY MORE-INTERESTING SIMS ON THE MARKET 46%

FORCE FACTOR 46%





JAMES!

● *Hideous* is a flashback to the days when computers were real computers, anoraks were real anoraks (Ian's eyes mist over with nostalgia) and maze/exploration games with a puzzle element were real maze/exp... (yeah, we get the idea — Ed). I can't profess to having missed this genre, but *Hideous* is a particularly good example of how, at a budget price, it can still work. Exploring the maze and shooting the many mutants has a certain amount of charm with the slightly substandard graphics (a problem usually associated with maze games) serving their purpose. With a cheap and cheerful price, *Hideous* is an okay game to play on a rainy day, but those who like their software fast and furious should steer well clear.

70%

HIDEOUS

● Alternative, £3.99 cassette

Red alert, red alert — the main reactor's violated and radiation's escaping! IAN 'HIDEOUS' OSBORNE will look really neat without any feet, 'coz he'll be a Nuke Mutant tomorrow...

Will they ever learn? When smart-alec scientist technophile-types get a bee in their bonnet, *nothing* stops them. Even if they're doing something totally and utterly insane! Take these *Hideous* dudes. Determined to create a new power source (bless 'em), they 'invent' a new form of radiation — trouble is it's so strong it oozes out of the reactor, seeps into the floor and turns all manner of garden insects into mutated, intelligent megalomaniacs (a bit like the editor, except for the intelligence).

Understandably peeved by their predicament, the mutated creepy-crawlies decide to wipe out the human race and conquer the world, after first takng over the underground Nuke complex. Your task is to drive a tank around the four-level reactor, blasting baddies and placing lead blocks around the offending isotope, rendering it harmless (and after that you'll probably turn green and die of cancer).

Get lost

A maze-based shoot-and-collect-'em-up in the *Vindicators* mould, there's no denying *Hideous* looks very dated. There's not really that much to do: just collect the lead, eliminate the enemies, and kill the occasional force-field by flicking the right switches — which look just like beach balls!

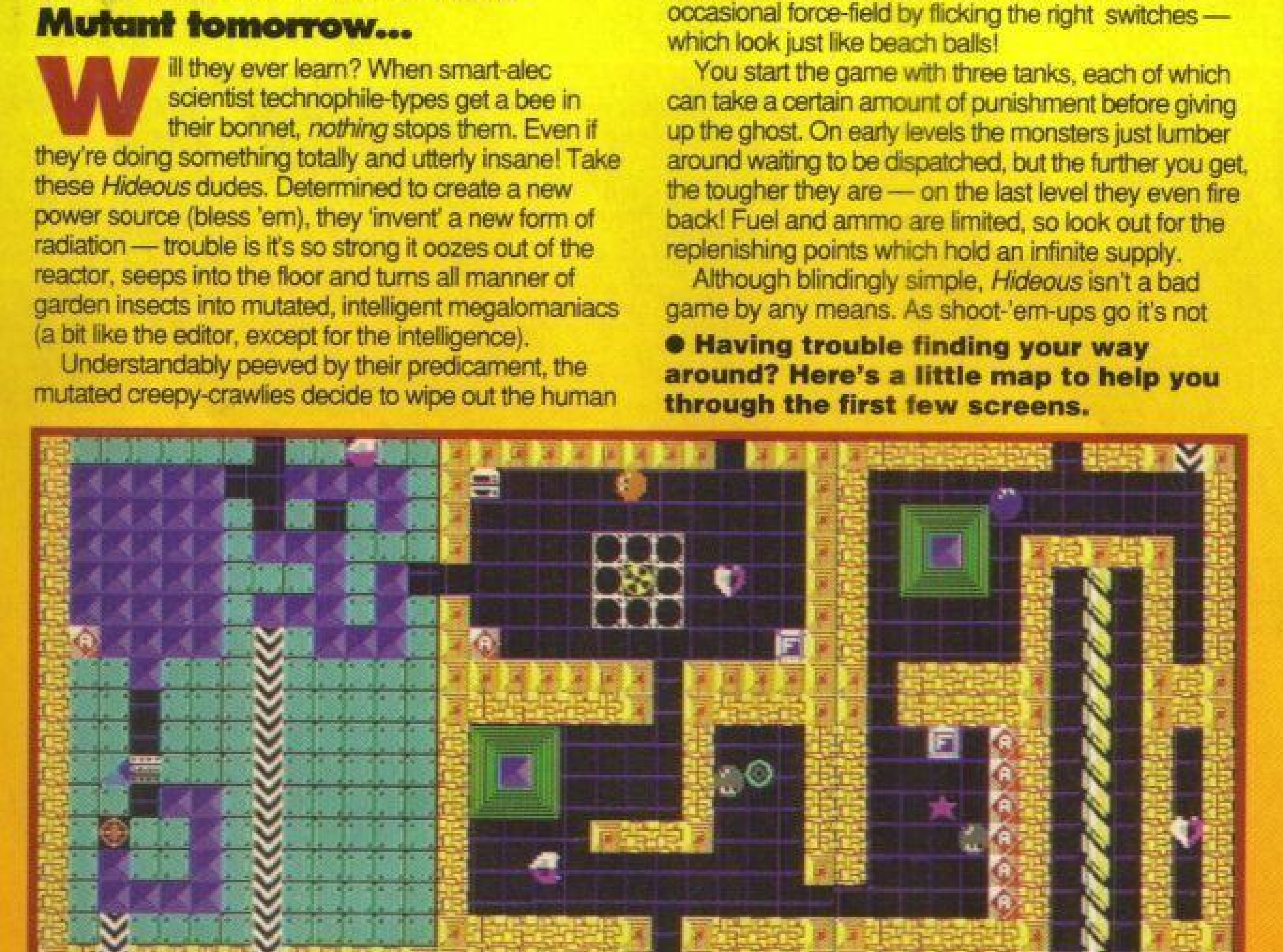
You start the game with three tanks, each of which can take a certain amount of punishment before giving up the ghost. On early levels the monsters just lumber around waiting to be dispatched, but the further you get, the tougher they are — on the last level they even fire back! Fuel and ammo are limited, so look out for the replenishing points which hold an infinite supply.

Although blindingly simple, *Hideous* isn't a bad game by any means. As shoot-'em-ups go it's not particularly fast, but it's certainly good fun. The levels themselves are pretty large (the first has 30 screens, the game as a whole 120), giving plenty to explore. On the minus side it's about as deep as Phil's conversation and blast-'em-up fans will find it far too pedestrian.

However, that won't stop fans of the genre getting a decent mileage out of it. I can't see you playing *Hideous* for ever — it isn't too tricky to complete when you understand the layout — but it's certainly fun while it lasts. A competent and enjoyable outing, but no more...

IAN! 71%

● Having trouble finding your way around? Here's a little map to help you through the first few screens.



GALE WARNING

PRESENTATION NOTHING REALLY WRONG, NOTHING REALLY BLINDING **67%**

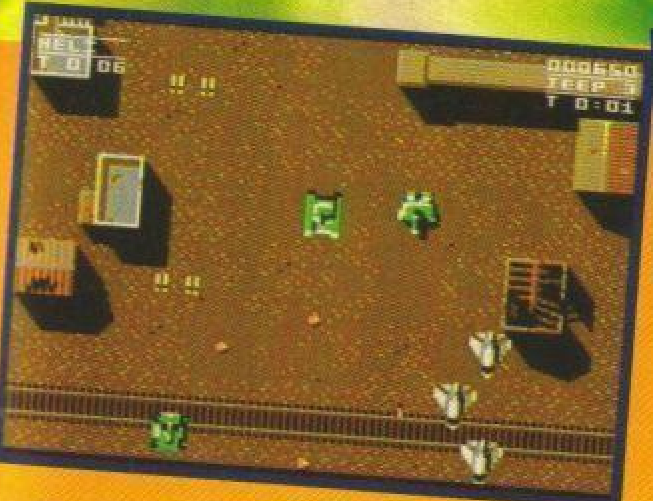
GRAPHICS A BIT DATED AND SPECTRUMMY, BUT THE PARALLAX IS GREAT **72%**

SOUND WHAT'S THERE'S OK, BUT THERE'S FAR TOO LITTLE OF IT **35%**

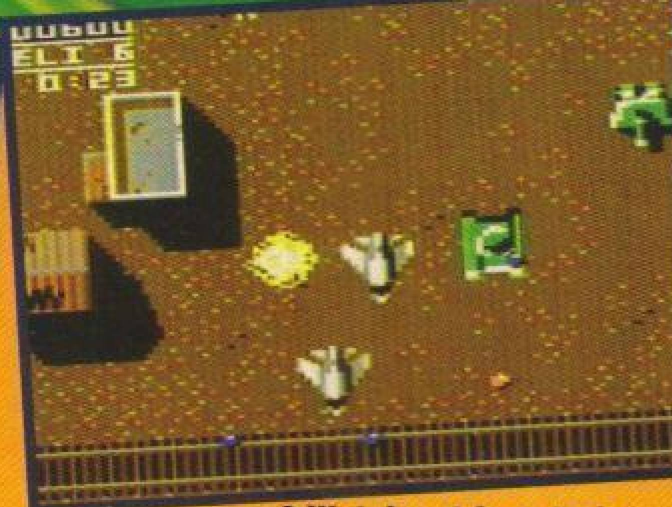
HOOKABILITY WELL, IT'S REALLY EASY TO GET INTO... **80%**

LASTABILITY ... BUT PERHAPS JUST A LITTLE TOO EASY! **60%**

FORCE FACTOR 71%



● The jeep's okay with its rotating gun, but obstacles are easily flown over in the forward-firing chopper.



● Watch out for a train thundering across those tracks — there are no level crossings here!

SWIV

● Kixx, £3.99 cassette (Rerelease)

CHRIS 'BIG CHOPPER' HAYWARD seemed such a quiet, reserved kind of guy... until he started playing this stormin' shoot-'em-up: in ten seconds flat, he turned into a psychotic warmonger!

The Mad Generals are a strange crew. They like nothing better than producing large quantities of weapons and ammunition factories, then invading every patch of land possible. Two gung-ho heroes ain't too keen about this and set off to wipe out the Generals' entire army (not the brightest of ideas).

In this vertically scrolling blaster, you have a choice between two attack craft: a helicopter or jeep (both are used in the two-player mode). Your military mission simply consists of blasting the hell out of everything that moves (and most things that don't!) as you cross the vertically scrolling terrain.

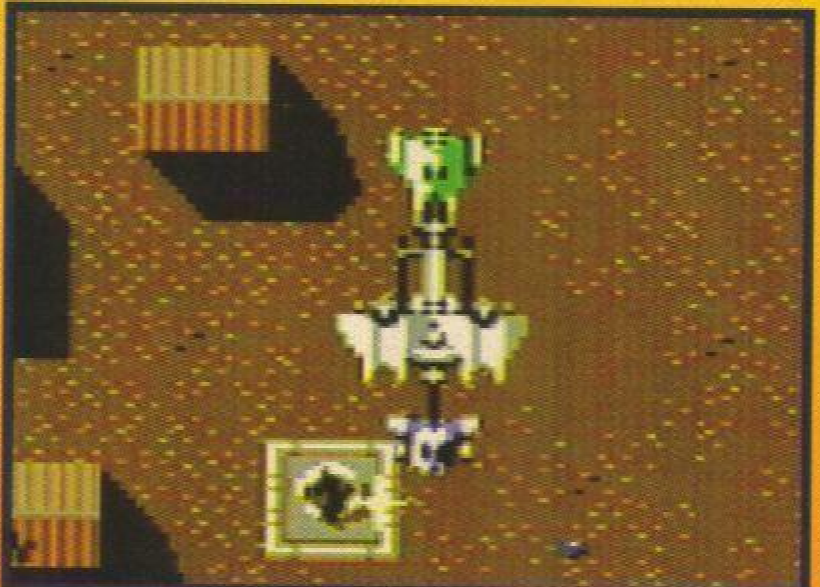
The enemy have some pretty impressive firepower; squadrons of fighter jets, heat-seeking missiles and huuuuge gun installations do their best to blow you into tomorrow. You haven't come feebly equipped, though, as your chopper/jeep packs some mean rockets. When destroyed, some of the opposition leave behind power-ups to upgrade your craft. Find a smart bomb and everything on screen will instantly self-destruct. A shield's just as handy, providing you with invincibility for a short period.

The enemy fire isn't the only thing you need to avoid, though — plenty of natural hazards crop up, including craters, chasms (tricky if you're in the jeep) and even volcanos! So fast reflexes and a great trigger finger are a must.

Murder and mayhem

Vertically scrolling blast-'em-ups aren't exactly a novelty, but *Swiv* implements the classic formula extremely well. Graphics are detailed with very little sprite flicker, and the frenzied action never lets up — sometimes there's so many bullets flying, you just get lost in all the mayhem.

● Whoah! This big baddie splits into several pieces, each firing furiously. Those power-ups come in handy here.



JAMES!

● *Swiv* is possibly the best shoot-'em-up available for the Commodore. Taking the form of a vertically scrolling *Silkworm*, the action is fast-paced and frenetic, with the two-player option giving the opportunity for many a violent night with friends. On the negative side, though... hang on, there IS nothing on the negative side! *Swiv* was an absolute essential purchase at full-price; as a budget game it's utterly unmissable. For the paltry sum of £3.99 you're receiving an absolutely classic piece of software: it's a game I'll certainly be playing for a fair while yet.

95%

COMMODORE FORCE HURRICANE HIT!

The jeep/helicopter two-player option is a neat idea (also allowing for two choices of solo play), with each person scrambling to reach the essential power-ups first. The only problem is that whoever's in command of the jeep is at an obvious disadvantage. There are just too many ground obstacles to avoid, whereas the copter flies straight over them.

This game is not easy, in fact it's damned tough and really takes a lot of practice just to crack the first level. But the fast-and-furious action keeps you coming back for more and more.

CHRIS! 85%

GALE WARNING

PRESENTATION 83%
TWO-LEVEL MULTILOADS, LOTS OF CONTINUE PLAYS

GRAPHICS 81%
NICE ATTENTION TO DETAIL, LOTS GOING ON

SOUND 79%
SOME REAL GOOD CRUNCHING EXPLOSIONS!

HOOKABILITY 92%
EAST TO GET INTO WITH SMART TWO-PLAYER OPTION

LASTABILITY 87%
IT'S TOUGH, CHALLENGING ACTION ALL THE WAY

FORCE FACTOR 90%

PICTIONARY

• The Hit Squad, £3.99 cassette

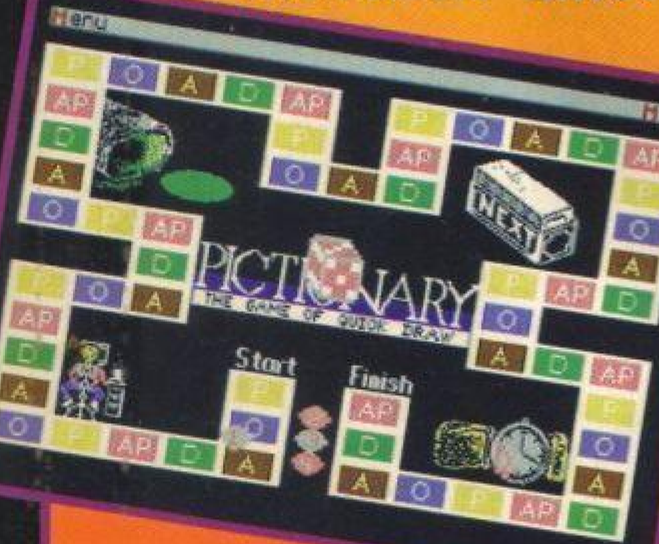
Charades on paper? 'I'll have to be quick on the draw,' says PHIL 'LEAD IN HIS PENCIL' KING.

Of all the things you could simulate with a computer — flying a fighter plane, driving a Ferrari, etc — 'doodling with a pencil and paper' seems a bit silly. In *Pictionary*, this is provided by a crude art utility, enabling the creation of circles, rectangles, curves and lines, as well as free-hand drawing. As in the board game, the aim isn't to produce an artistic masterpiece, but to represent a given person/place/object/action well enough so your team-mate(s) can guess it. To prevent them cheating, each word is given only by an alphanumeric code to look up on a special sheet (miniaturised to fit into the budget packaging).

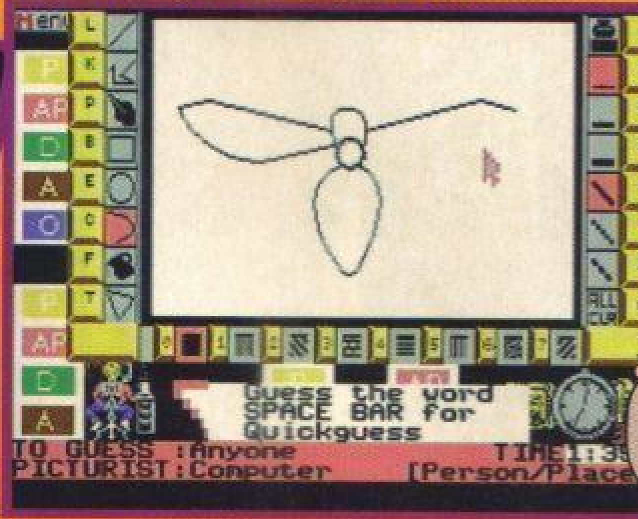
If the word's guessed correctly, the die is rolled and the team's counter moved round the board to another subject square for a repeat performance. The aim is simply to reach the finish first.

If you haven't got enough players to form teams, an alternative mode of play enables individuals to compete, guessing computer-drawn pictures. You can 'buzz in' at any time to anticipate the answer ('can you tell what it is yet?').

The team game is by far the best, and it really takes some doing to draw something like 'New England' within the (alterable) time limit — especially as the drawing functions are on the slow side. Though it can't compare with scribbling away madly on a piece of paper, *Pictionary*'s still good fun to play with friends or family.



• Can you tell what it is yet? Erm... is it a hand fan? Or could it be a nose picker? Nay, it's Ian Osborne!



Guess the word
SPACE BAR for
Quickguess

TO GUESS :Anyone TIME 1:35
PICTURIST:Computer [Person/Place

PHIL! 70%

TRIVIAL PURSUIT

• The Hit Squad, £3.99 cassette

'I know it, I know it!' squeaks PHIL 'CAKE WEDGE' KING.

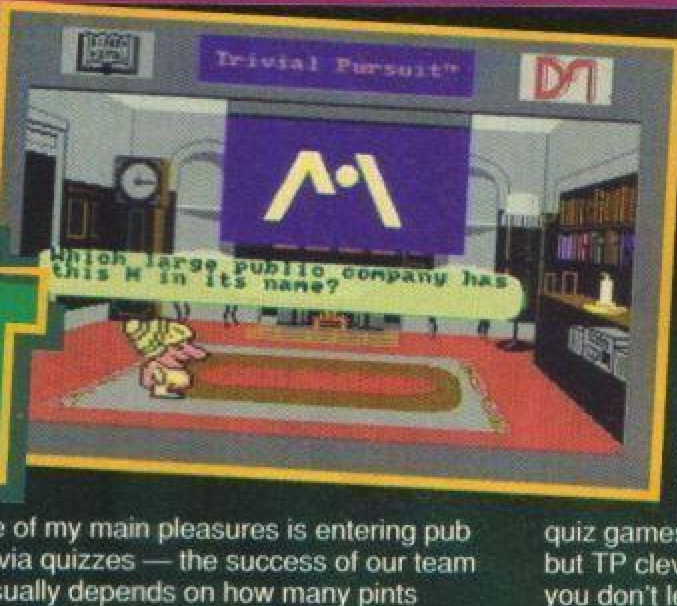
One of my main pleasures is entering pub trivia quizzes — the success of our team usually depends on how many pints we've downed (that's my other hobby) before the quiz starts. So last week I broke open my piggy bank and shelled out £30 for the Trivial Pursuit board game. One week later and The Hit Squad release the computer game for four quid — flippin' typical!

Now celebrating its sixth birthday, this accurate conversion (so how come the catagories are the wrong colours? — Ed) has up to six players going round the board, landing on squares to determine the category of the question asked: get it right and you have another go. The throw of the die is replaced by randomly chucking a dart — super, smashing, great!

Questions are asked by a cute animated chap called TP, who turns on his stereo for musical questions and pulls down a chart for visual ones. Rather than using multiple-choice responses, answering is achieved by shouting out loud, then telling TP whether you were right or not (obvious room for dishonesty here!).

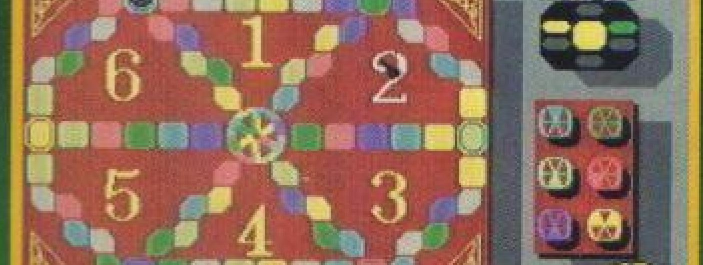
Improvements upon the board game include automatic calculation of which squares you can move to (saves all that counting!), and statistics for all players, showing the number of questions correctly answered/attempted in each category.

The problem with most computer quiz games is the eventual repetition of questions, but TP cleverly shuffles and rephrases them so you don't learn them parrot-fashion, and new question blocks can be loaded in. Yes, it's a well-executed conversion all right, and great value for money — especially compared to the costly board game.



Which large public company has this M in its name?

• Some of the questions are showing their age — BT have changed their logo (if not their image) since then.



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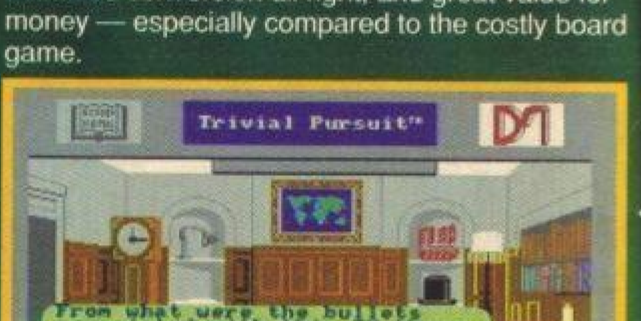
You have thrown a '2'



From what were the bullets associated with this TV theme tune made?

PHIL! 83%

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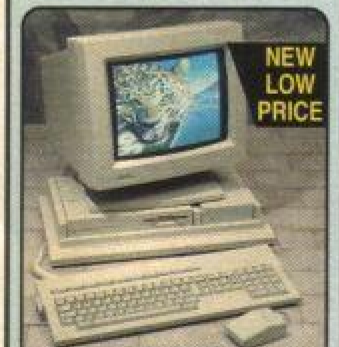

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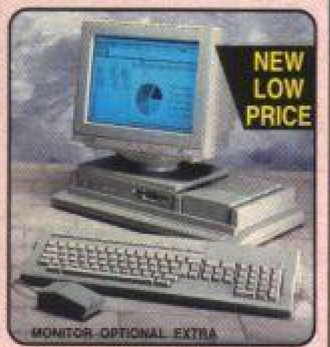

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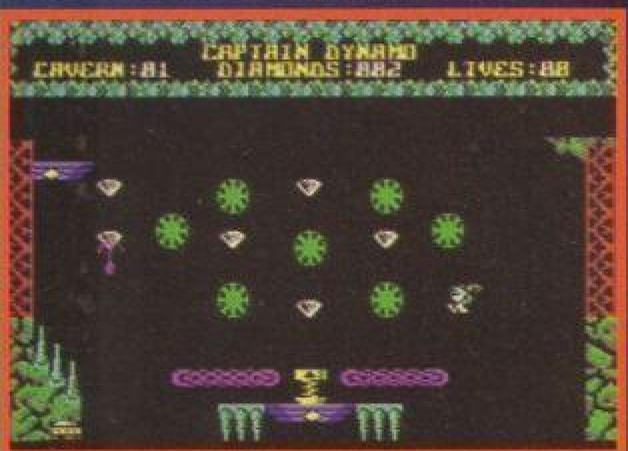
CAPTAIN DYNAMO

● CodeMasters, £3.99 cassette

Dynamic Dude or Dreary Disaster? IAN 'OAP' OSBORNE dons his coloured tights and checks out Codies' latest platformer!

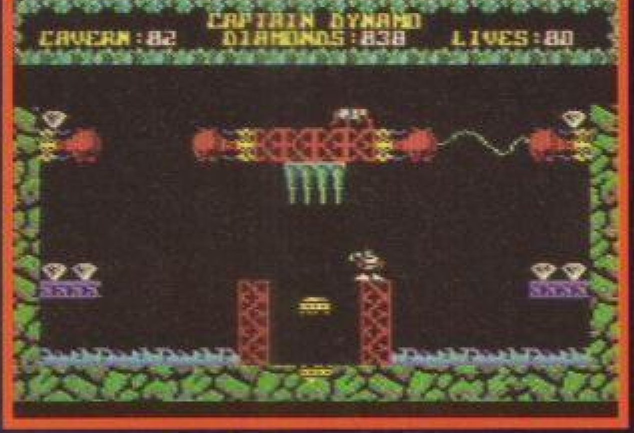


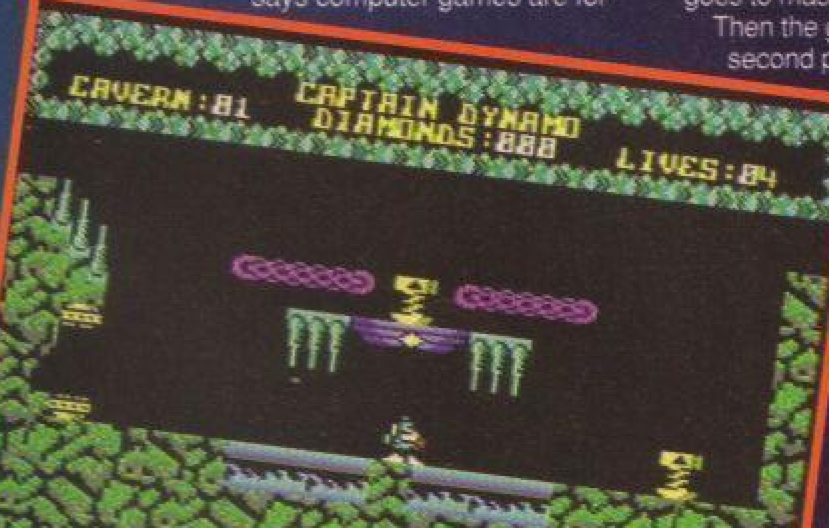
I used to have a dynamo on my bike — just clip the motor onto the wheel and the lights operate through pedal power, saving a fortune on batteries. Trouble is, as soon as you stop pedalling you're plunged into darkness! It's the same story with *Captain Dynamo*, except you want to punch this game's lights out every time you load the blimmin' thing!

The plot looks promising enough: help Captain Dynamo — a retired geriatric superhero — recover the world's largest collection of diamonds, stolen by Austin Von Flyswatter to fund his retirement… who says computer games are for the young?

A vertical push-scroller, you start the game at the foot of the first cavern and leap your way upwards till you reach the top. It's a bit like *Rainbow Islands* in this respect, but without the fun. You see, *Captain Dynamo* is a complete pile of todge that anyone who isn't suffering from premature senility should avoid like a rusty Zimmer frame.

So why is it so awful? Well for starters there's the graphics. Dated, Speccy-esque scenery meets one of the most badly animated main sprites I've ever seen. Then there's the instructions. 'Push the joystick up and press fire for a power jump,' they scream. Dunno what's so blimmin' powerful about it, you don't jump any higher. The only time holding 'fire' does anything is when you're clinging to one of the helicopter-thingies that carry you to higher platforms, and the instructions don't mention this at all! Oh yes, don't try to 'jump on top of enemies to kill them' either — it doesn't work, despite what the inlay tips say!





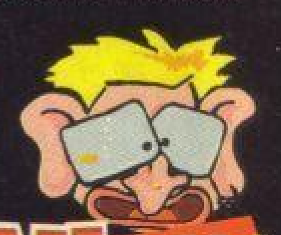
Dynamic doo

The final nail in the game's already well-constructed coffin is the infuriating gameplay. Let's go through the first few moves, step by step… First of all, you need to cross the acid pools to reach the trampoline on the right of the screen. You can't jump over them 'coz of the overhead spikes, so you'll have to dash across the disappearing platforms. It takes a few goes to master, which is fair enough.

Then the game takes a huge nosedive with the second problem: the green pinball bumpers. As soon as you hit 'em you're sent bouncing around with little (if any) control over your sprite. It's unbelievable! You can even nip off for a cuppa and, when you return, you'll still be ricocheting away. To add insult to injury, the collision detection's so bad you'll bounce off a bumper while you're a fair distance from it. This is one of the most boring, tedious devices I've ever seen in a platform game, and even with practice it takes ages to get through.

Succeed and you're faced with a killer leap that depends on your catching one of those helicopters, which isn't easy when the Captain's grip makes you think he's got arthritis. Then there's a disappearing platform puzzle, made more difficult by sluggish controls. Miss it and you're sent right back to the start, wondering whether to brave the pinball-ish bit again or kick the game across the room.

Not particularly inspiring, is it? I'd like to say it gets better as you go, but it doesn't. The basic concept behind *Captain Dynamo* is sound but the design layout is one of the worst I've ever seen. Do yourself a favour and give your money to Help The Aged instead — you'll have far more fun!



IAN! 26%

PHIL!

● Arrrrgghhhh! I've never known a game as frustrating as this. Get over the deadly spikes, bounce around like a pinball, eventually grab onto the rising 'helicopter', gradually climb further up the scrolling cavern — then make one tiny error and you're plonked right back at the start again. And that's just the first level! I'm all for challenging gameplay (lacking in a lot of recent releases) but this is ridiculous. It ruins what could've been a neat platform game — haven't the programmers ever heard of restart points or level passwords? (Er, there *are* restart points, Phil, only they're practically impossible to reach! — Ed). In fact, if you've got an Action Replay cart you can 'freeze out' to save your position every so often (how did you think we got these screenshots?), but it's still way too hard too soon.

29%

GALE WARNING

■ PRESENTATION ■
NOT A LOT, APART FROM THE USUAL LOADING SCREEN 34%

■ GRAPHICS ■
SPECTRUMMY GRAPHICS AND LOUSY ANIMATION 40%

■ SOUND ■
A FAIR TUNE, BUT IT'S COMPLETELY WRONG FOR THE GAME 39%

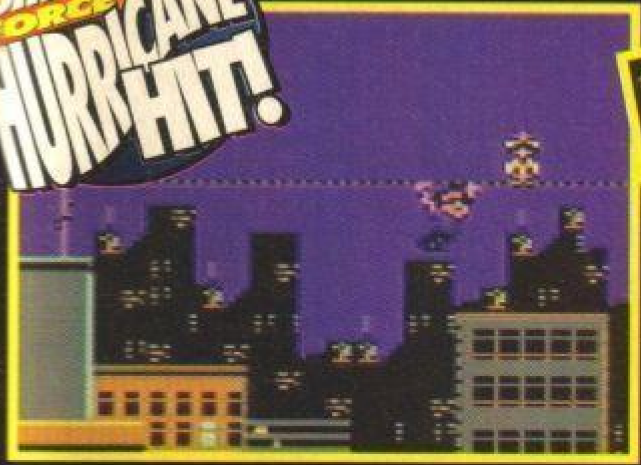
■ HOOKABILITY ■
IT'S TERRIBLE! BORING, FRUSTRATING, TEDIOUS DRIVEL! 19%

■ LASTABILITY ■
YOU HAVE TO FORCE YOURSELF TO PLAY IT TWICE 20%

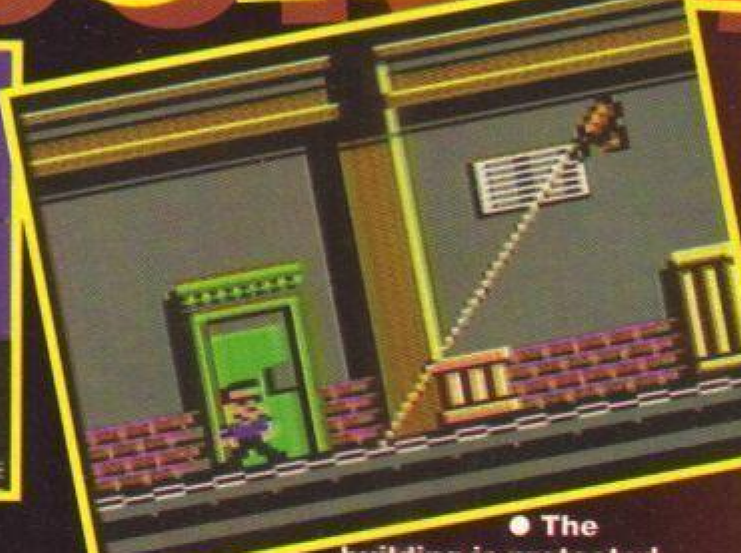
FORCE FACTOR 27%

HUDSON HAWK

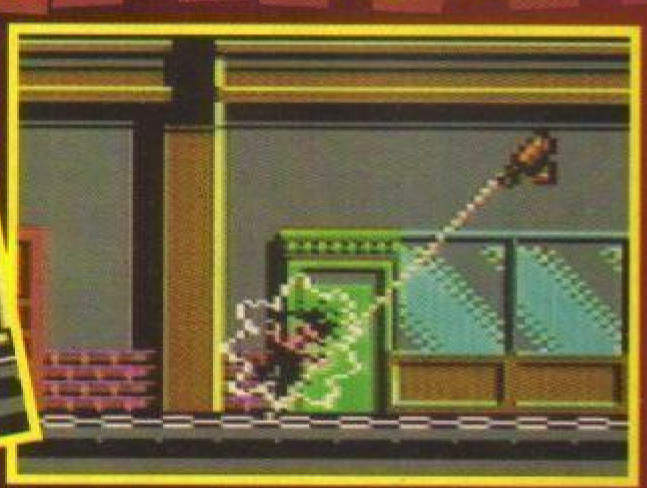
COMMODORE FORCE HURRICANE HIT!



● The intrepid Hawk has a head for heights — it'd be a hair-raising experience... if he had any!



● The building is protected by high-tech traps — watch out for that laser beam, Brucie, or it'll singe off what little hair you've got!



● Ouch! That'll teach him to 'sing' 'Under The Boardwalk'! Why doesn't he stick to acting? On second thoughts...

● The Hit Squad, £3.99 cassette

He climbed mountains, ran through minefields, infiltrated the supposedly impenetrable fortress, quietly unlocked a safe and took the small package that lay inside. Then JAMES 'SUPERHERO' PRICE burst into the COMMODORE FORCE office to load it on the C64, only to discover he'd returned with a box of choc's by mistake!

I don't think anyone who actually saw the *Hudson Hawk* film came away satisfied. Luckily, the Ocean conversion is a far superior affair, taking the form of an arcade-adventure/platform game.

Level One begins with Hawk standing outside Rutherfords Auction House. Your objective is to enter the building, avoiding the security system, and escape having stolen Leonardo Da Vinci's 'Horse Sculpture'. Levels Two and Three follow a similar sort of theme (ie platform-oriented theft) but become slightly more difficult.

Mr H is an agile fellow, bouncing around and manipulating scenery to assist his crooked aims. He moves in a style very similar to that of Rick Dangerous, and throws 'balls' at his assailants, knocking them for six.

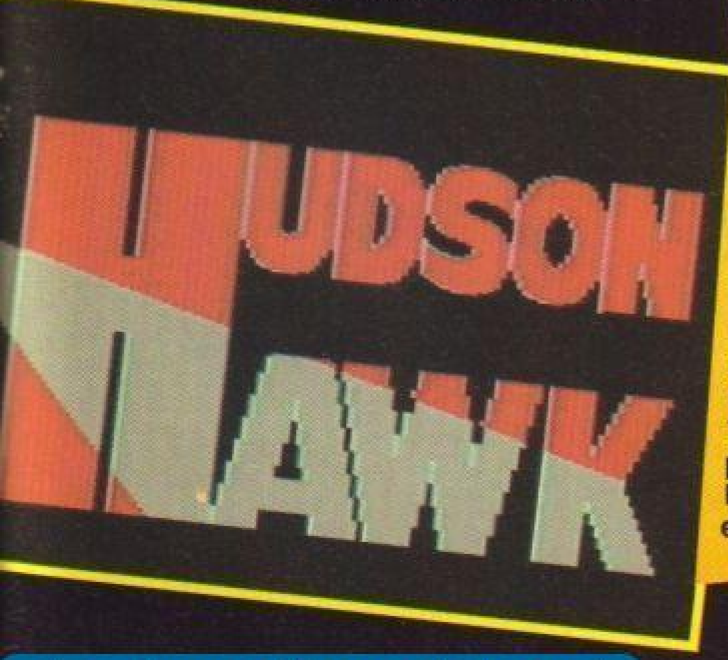
Bowled over

This all sounds great fun but, believe me, you don't know the half of it. You see, Hudson Hawk was programmed by Special FX, arguably the best programming team in the country. The graphics and sonics are up to an amazingly high standard, with some great animation complementing Hawk's movements. You might think that three levels is not enough for a platform game, but every level is split up into various sections, each with different graphics and escape (or entry) routes.

My only gripe is the multiload. However, this seems to have been incorporated to allow for the many graphical effects: little touches such as being thrown off the building by a guard dog, extractor fans that really extract and the wonderful end-of-level screens — at the end of Level One, you're rewarded with an excellently drawn replica of Mr Leonardo's horsey.

So, if there are any of you who missed it first time round, don't hesitate to buy it now. An essential part of anybody's software collection, *Hudson Hawk* is *the* platform game to get at the moment.

JAMES! 93%



PHIL!

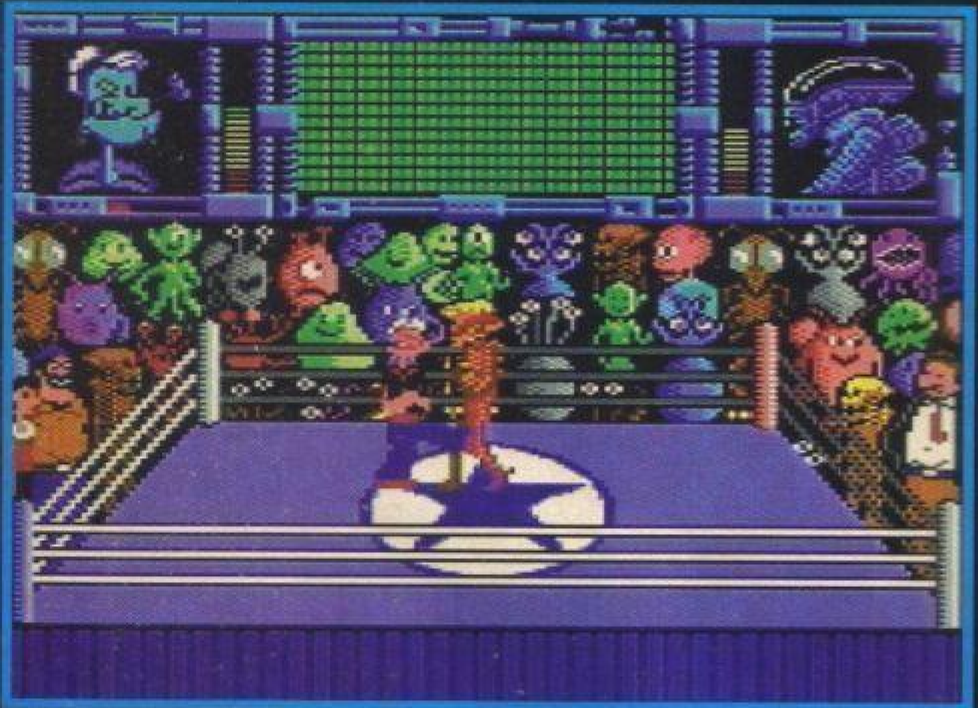
● I still haven't seen the film, so I couldn't tell whether this is an accurate conversion of it. What I do know, however, is that it's a blockbuster of a game. The action is fairly conventional platform fare, but it's so well implemented, so polished, the lack of innovation doesn't matter. Gory, movie-style special effects are provided on contact with the ingenious traps, including electrifying lasers, impaling spears, and sucking air ducts. Fun touches, like the Rottweiler dragging you off the roof at the start, help create a tongue-in-cheek (typical Willis) atmosphere to complement the thrilling gameplay. As for the backdrops: superbly detailed, shaded and varied, they'd put some movie sets to shame. This is one hell of a quality product — and you don't have to watch Bruce's acting either!

94%

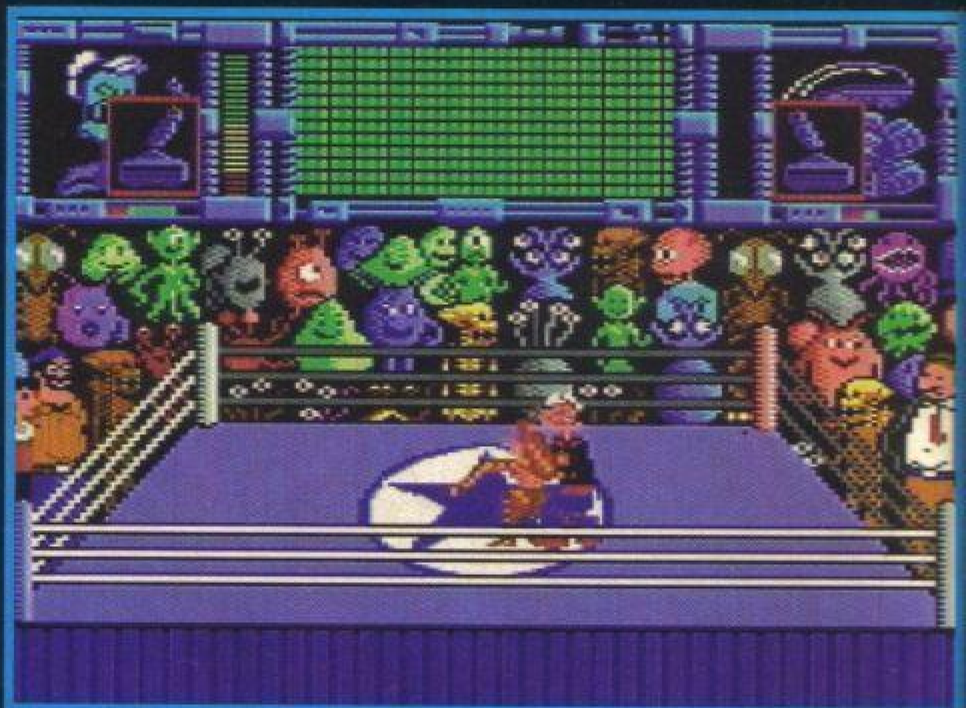
GALE WARNING

■ PRESENTATION ■	MULTILOAD (NOT A BAD ONE), BRILL LOADING SCREEN	86%
■ GRAPHICS ■	GREAT ANIMATION, COOL SPRITES AND BACKDROPS	92%
■ SOUND ■	BRILLIANT MUSIC, SPOT FX DURING GAME	89%
■ HOOKABILITY ■	PLATFORM JUMPING IS COMPULSIVE FUN	89%
■ LASTABILITY ■	BIG CHALLENGE AND GRAPHIC VARIETY KEEP YOU HOOKED	92%

FORCE FACTOR 94%



● See that Olive? Thats your girlfriend that is. See that Alien? Thats Steve Sheilds on the morning after his birthday (no joke) See that fat person? Thats Phil King (true!)



● Popeye decides that we shouldn't be fighting creatures from outer space - we should be making friends with them. Here he is seen demonstating this by cuddling the alien

POPEYE 3

● Alternative, £3.99 cassette

The general consensus about new-boy JAMES 'YEAH, LIKE OKAY' PRICE is that he's 'an ugly blond swine.' So how come he's so successful with the ladies? Maybe it's something to do with all that spinach he eats?

A high percentage of licences bear little or no resemblance to the subject matter. The Popeye we know is quite a scrawny fellow with an ugly girlfriend called Olive. He eats a lot of spinach to give him the strength to fight his arch-rival: a fat bearded bully called Bluto. The first two Popeye licences managed to incorporate all this quite admirably (particularly the earlier Don Priestley game) but *Popeye 3*'s a totally different kettle of spinach.

You see, it's a wrestling game. Popeye has been chosen to compete in an intergalactic tournament, fighting everything from H R Giger-style aliens to squat, dragon-type beasties. To me, this seems like blatant misuse of a licence — when did our favourite sailor ever have anything to do with things from other planets?

Strong-arm tactics

Also, whereas the first two games required skill and timing, *Popeye 3* involves little more than rapid joystick waggling. You move around the ring until the computer decides both opponents are in a position to engage in a grapple. Once this has happened, frenetic waggling is required until either you or your assailant get a better hold. The usual result is one of you lying on the floor with the other jumping up and down on his head. Occasionally Popeye takes the law into his own hands and executes a 'piledriver' (bouncing someone on their head).

It's possible to kick your opponent (wow!) while moving around the ring, but it's a weak and ineffectual move by a poorly animated sprite.

I also noticed Olive (standing by the side of the ring) holding a can of spinach, presumably for me. So I collected it, but the only result was a Dennis-The-Menace-style 'fighting cloud' with the wrestlers' fists shooting out every so often. Sadly, as ever, the winner was the one who waggled more and didn't use skilful joystick movements.

My arm soon started to ache — and I hate arm-aches almost as much as I hate feeble wrestling games (or the FORCE crew taking the pee out of the way I speak… like).

With all the rereleases on the market at the moment, I rather hoped Alternative could come up with something more original. Sadly, *Popeye 3* falls to the canvas in the first round.

JAMES! 23%

PHIL!

● What a pity the programmers didn't eat their spinach. I'd rather be thrown overboard in the Arctic Ocean than play this game a moment longer. It's trying desperately to be the next *WWF*, and failing miserably. Popeye's kick is a waste of time, so the only thing left to do is get into a clinch and waggle the joystick like mad. Not only is this tiring on the arm (you end up with a biceps like an anvil), it's even more numbing for the brain. A good combat game requires at least some variety of moves to make it interesting. Lacking this essential ingredient, even *Popeye 3*'s two-player mode can't provide any fun.

25%

GALE WARNING

■ PRESENTATION ■ POOR MULTILOAD, RINGSIDE 'ALIENS', TWO-PLAYER OPTION **62%**

■ GRAPHICS ■ SERVE THEIR PURPOSE, BUT SOME VERY DODGY ANIMATION **62%**

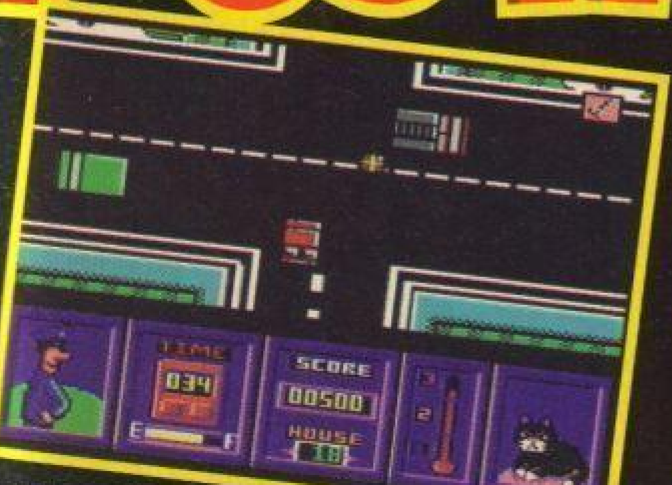
■ SOUND ■ FAIR POPEYE THEME, FARTY NOISES DURING FIGHT **54%**

■ HOOKABILITY ■ I'D RATHER EAT MY PANTS THAN PLAY IT AGAIN **23%**

■ LASTABILITY ■ AMOUNT OF OPPONENTS DOES LITTLE TO IMPROVE MATTERS **31%**

FORCE FACTOR 24%

POSTMAN PAT 3



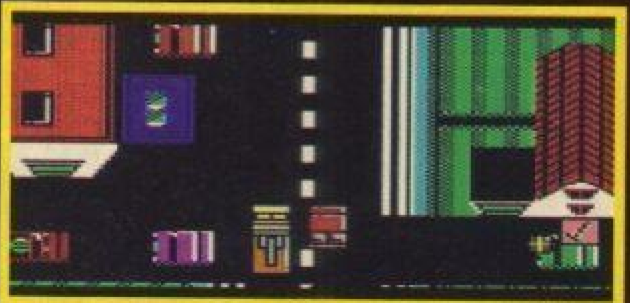
● Lesson number one in driving a postvan has to be that driving into the side of a lorry stings a bit — so be careful!

● Alternative, £3.99 cassette

Shock horror! Has Pat got the sack? Well, yes, he gets it every morning! PHIL 'MALE BAG LADY' KING thinks that's the ideal job for him, and grabs his hat and cat...

Why ever would Pat deliver telephone directories? Surely all his customers will start ringing each other instead of writing, and he'll end up with no letters and no job? Not only this, but he's doing a spot of moonlighting. His old pal Delivery Man Dan has broken his leg, so Pat agrees to help out by distributing those phone books for him.

For such heavy objects he has a strange way of delivering them. Instead of sticking them through letterboxes and running the risk of dog bites, he just flings 'em in the general direction of houses as he passes in his van. It's a sort of vertically scrolling *Paperboy*, but not half as playable. As in that game, the hazards appear in a set pattern: lorries, cars and bikes arrive from in front and behind — and from the sides at junctions. Smashing into these (even juggernauts) doesn't result in a Pat-splat, but too many dents in his van (or missed deliveries) and it's game over.



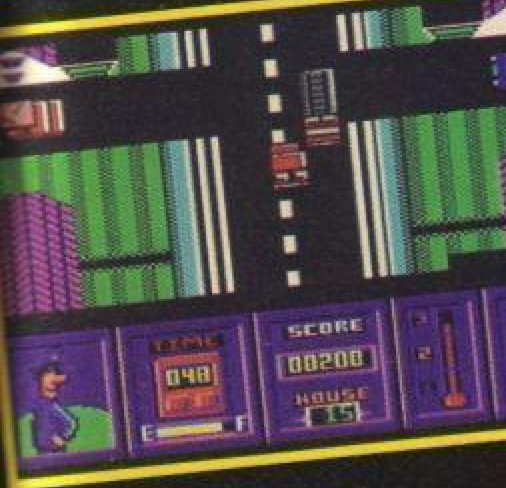
Hate mail

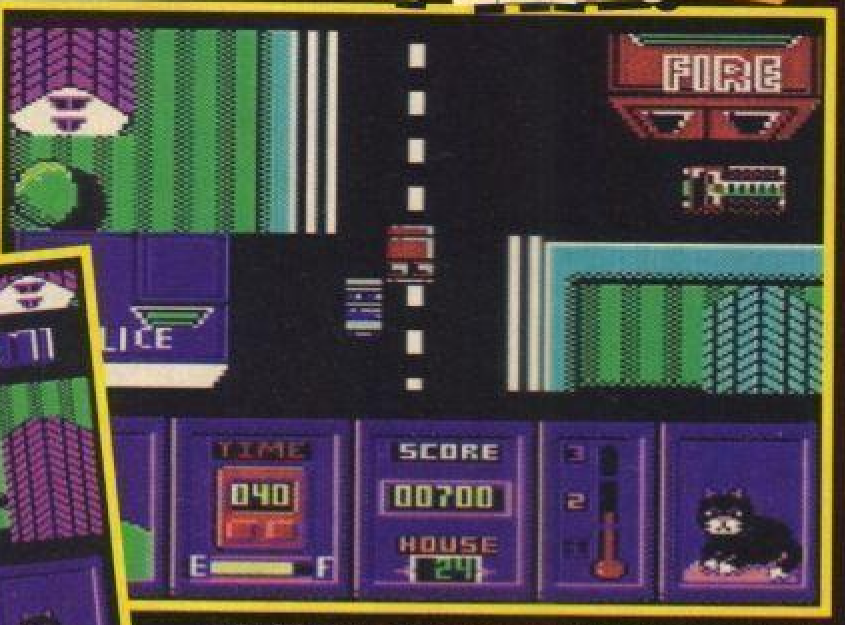
Traffic is very difficult to avoid, especially when there's roadworks or nails on the other side of the road. So it's a frustrating affair until you learn where vehicles are coming from.

This is the case even on the easiest of three levels. In fact, the only difference between these is your method of parcel-flinging: flying in the right direction automatically, going in the direction selected by joystick, or going the same way as the side of the road you're on. It's hair-tearing stuff, with extra problems caused by a time limit and rapidly diminishing fuel — you need to stop at petrol stations to complete a full week of deliveries.

All in all, it's a very poor use of the licence: Pat isn't even doing his usual job, there's no sign of any of the other characters and Jess only appears as a static pic in the status panel. It looks very much like the licence was tacked onto a completely unconnected game. This might be forgiven if it was at all playable but it's hellishly frustrating, trial-and-error material. Just like a postage stamp, you can stick it.

PHIL! 43%





● Phil? Phil? Are you sure that you should be stealing his van? I've heard that Jess gets very nasty when people upset him.

JAMES!

● I was surprised to discover Pat had starred in two other games, and quite curious whether they're as diabolical as this one. Pat was never a favourite character of mine, even though he has a big nose (just like me) — and his cat seemed a bit manky, to be brutally honest.

The game is a basic 2-D *Paperboy*, with a jerkily scrolling background moving with a grace usually associated with Phil King after a couple of pints at lunchtime. The rendition of the Postman Pat theme does little to improve affairs (the tune is as irritating as Ian Osborne's laugh).

So, without any further ado, we'll fade out this comments box with a slightly altered version of the song...

Postman Pat, Postman Pat, Postman Pat ran over his cat,
Early in the morning, the eager flies were swarming,
Now Patrick's really not a happy man.

44%

GALE WARNING

■ PRESENTATION ■
NOT MUCH DIFFERENCE BETWEEN THREE SKILL LEVELS
45%

■ GRAPHICS ■
THIS MEARLY LOOKS LIKE A POOR *SEUCK* EFFORT
41%

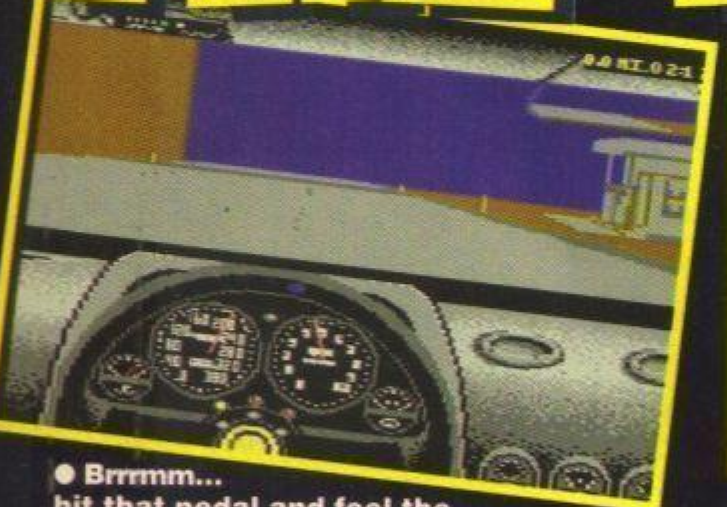
■ SOUND ■
MINIMAL EFFECTS, OKAY RENDITION OF TV THEME
59%

■ HOOKABILITY ■
MORE OFF-PUTTING THAN A RABID ROTTWEILER
40%

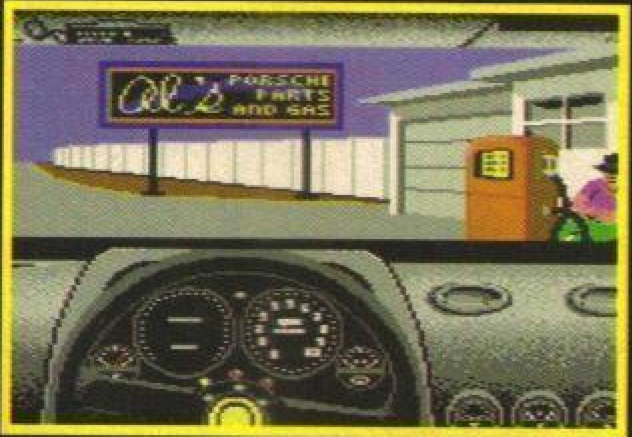
■ LASTABILITY ■
IT'S TOUGH, AND FRUSTRATION MAKES YOU GIVE UP
44%

FORCE FACTOR 43%

TEST DRIVE II THE DUEL



● **Brrrmm... hit that pedal and feel the power of your supercar as you accelerate past other road users. Watch out for oncoming juggernauts though.**



● **Even supercars have to stop for gas — they don't half burn up the fuel. Fill 'er up, mister — and don't forget to give me my free set of tumblers!**

● The Hit Squad, £3.99 cassette

Trundling round the streets of Ludlow in a Metro may not have much in common with driving a Porsche over perilous cliff-top roads but, as JAMES 'MOTORMOUTH' PRICE pointed out, we don't have any cliffs near Ludlow!

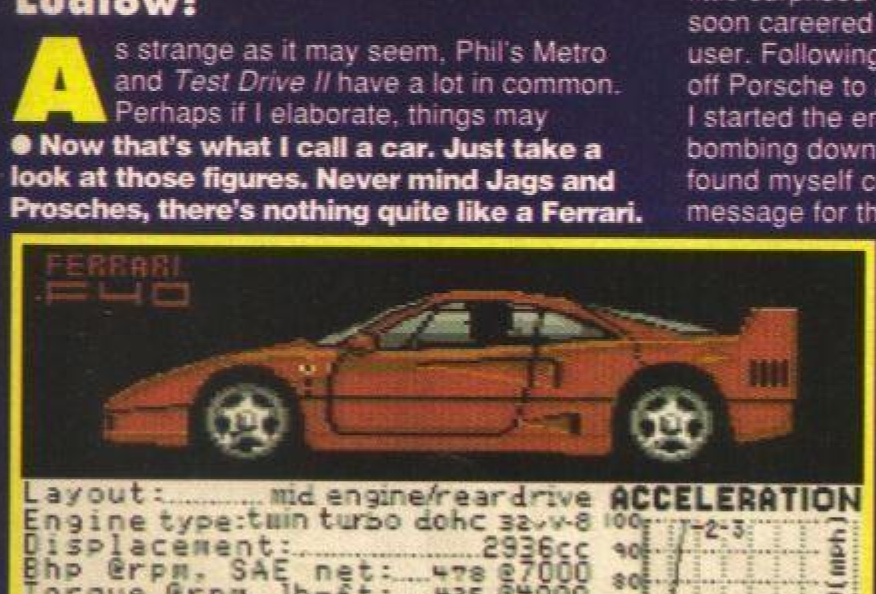
As strange as it may seem, Phil's Metro and *Test Drive II* have a lot in common. Perhaps if I elaborate, things may become a little clearer...

As with all Accolade (the original producers) games, the presentation is fantastic, with large animated cars whizzing around on the title screen and some excellent static pictures of gas stations at the end of each section. The choice is given on the options screen (also very well presented) to either race against the clock to reach the next checkpoint, or enter a 'duel' with a computer-controlled competitor.

Once in the car, your 3-D view of the road ahead is shown above a plush dashboard, steering wheel and gear-stick. A rear-view mirror enables you to keep an eye out for your rival and block his overtaking manoeuvres.

After screeching off the starting line I was a little surprised (not to mention perplexed) when I soon careered into the back of a fellow road user. Following a quick recovery (from a written-off Porsche to a showroom-new one in seconds) I started the engine again and was soon bombing down the freeway. A few goes later I found myself confronted with the 'Game Over' message for the umpteenth time, as it appears head-on collisions are not the in-thing these days (come back, *'Iron Man'*!).

● **Now that's what I call a car. Just take a look at those figures. Never mind Jags and Prosches, there's nothing quite like a Ferrari.**



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Layout:..........mid engine/reardrive
Engine type:twin turbo dohc 32vv-8
Displacement:...................2936cc
Bhp @rpm. SAE net:.....478 @7000
Torque @rpm. lb-ft:.....425 @4000
Transmission:.............5sp manual
Braking from  80mph:       ....250ft
Tires:..........Pirelli P Zero radials
                   245/ZR-17 front/
                   335/ZR-17 rear
0-60mph:..........................3.9s
0-125mph:.........................12.0s
1/4 mile:..............12.0s @ 124 mph
lb/Bhp:..............................5.1
Top speed:.....................201mph
```

Making passes is risky

While I enjoyed the fairly high speed of the game, I feel a little more warning could have been given concerning the oncoming traffic. Every time you pull out to overtake you put your life in the hands of a random element — very frustrating. Secondly, the multiload is a pain in the bottom. Every level has to be loaded separately, as do the gas-station pictures. This means the game flows very badly, and you find yourself getting more and more infuriated (just like in Phil's Metro, when you get overtaken by a push-bike!).

On the positive side, the graphics are excellent and this has to be the most realistic C64 driving game available. The title music's a little disappointing, but the in-game engine noises are some of the best heard on the 64 so far.

If you enjoy driving games and are a balanced-enough person to ignore the faults, *Test Drive II* should be a definite addition to your Christmas list.

PHIL!

● **Ah, this is the life, motoring along in a Porsche or Ferrari. For those who can't afford their dream cars, *Test Drive II*'s a reasonable substitute. The 3-D's on the jerky side, but moves fast enough. The one problem is the suddenness with which oncoming traffic appears — a bit unfair. However, the cars and juggernauts are well drawn, and realism is heightened by some meaty FX from your engine. Zooming past roadhogs and outrunning the cops is all great fun, not to the mention the running battle against your computer opponent — there's nothing quite so satisfying as passing another supercar.**

75%

JAMES! 72%

GALE WARNING

■ PRESENTATION ■
COOL INTRO SCENES, IRRITATING MULTILOAD
82%

■ GRAPHICS ■
BRILL DASHBOARD ANIMATION, GOOD MAIN VIEW
83%

■ SOUND ■
GOOD ENGINE NOISE, FEEBLE MUSIC
64%

■ HOOKABILITY ■
REALISTIC ACTION ONLY MARRED BY LOADING SYSTEM
76%

■ LASTABILITY ■
FAIR AMOUNT OF TRACKS, QUESTIONABLE VARIATION
61%

FORCE FACTOR 73%

BASH YER BRAINS

GUILD
OF ADVENTURE

He's big, he's bold, he's Bash the Barbarian. When he's not blunting his axe on orc skulls, the bulky brute sharpens his brain on the mystical plains of C64 Adventuredom.

Greetings adventure fans. One or two text warriors seem to be having trouble with a few mighty foes. Why they sent requests to Lloyd Mangram and the Tips Clinic is anyone's guess — the Tipster's a total wimp who wouldn't know a battleaxe from a blunderbuss, and we NEVER give tips on the letters page! If you want help with an adventure, **FOR CROM'S SAKE WRITE TO 'BASH YER BRAINS!'**

- Londoner **A Khan** is having trouble with his copy of *Bloodwych*, which keeps crashing when he gets to a certain stage. 'I haven't been able to contact Imageworks or Mirrorsoft,' he explains. The title is now owned by Acclaim — contact their PR company **Poole Edwards** at *2nd Floor, 44 Charlotte St, London W1P 4HA*. And don't forget your address like you did in your letter to us!

- **Matt Lomax** has a whole list of questions. Firstly, he asks, 'Is there an adventure for the C64 called *Heroes Of Karn*?' Yes, it was released in the mid-1980s, by Interceptor Software.

'What's the best adventure?' he continues. Well that's a matter of opinion, but I will say that modern, mail-order games are usually better than so-called professional adventures of yesteryear. Check out my reviews if you want an accurate buying guide.

'Could you give me River Software's address?' Sure — it's *44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL*.

'And where can I get hold of *The Hobbit*?' Call Beau Jolly on 0737 222 003 and ask about *The Tolkien Trilogy*, and no, I didn't like *Lord Of The Rings*, it's a classic case of a dud game that sold on its licence.

- **Stuart Sumner** of Wythall, Birmingham is looking for some golden oldies. The ones he's after are *Colossal Adventure*, *Adventure Quest* and *Dungeon Adventure*. As far as I'm aware, Level 9 still hold the rights to their games, but aren't marketing them. I suppose you'll have to search car boot sales and second-hand shops. Sorry!

OVER YONDER HILL...

If you're wondering why I'm always mentioning The Guild, it's because they're the most active scholars of adventure-lore on the scene. If anyone else is marketing a game, feel free to send it in. Guild arch-mage Tony Collins has picked up the rights to convert several Spectrum adventures to the C64, so here's a quick roundup of what's over yonder hill!

Run Bronwyn Run, by Larry Horsfield

Condemned to an arranged marriage with a man you despise, you seek to escape from your father's kingdom. Can you make it to safety?

Axe Of Kolt, by Larry Horsfield

One of the most acclaimed Spectrum adventures ever finally hits the Commodore!

Magnetic Moon, by Larry Horsfield

Your starship makes a forced landing on a mysterious planet, only to find it's unable to take off again! Ordered to stay on board and take no part in the exploratory mission, you have other ideas...

Starship Quest, by Larry Horsfield

The dynamic sequel to *Magnetic Moon*. Explore a hostile planet, meeting all sorts of odd individuals.

Grueknapped, by Bob Adams

Trapped in the lair of the Grue (a hideous creature that lives in dark caves), you'll need all your wits about you if you're to escape.

Krazy Kartoonist Kapers, by Kez Grey

Who says the interactive character in adventures has to be a warrior or a wizard? In *Krazy Kartoonist Kapers* you play a dog!

Desmond And Gertrude, by Scott Denyer

A Romeo-And-Juliet-style love affair, you must guide the terrible twosome into each other's arms. The Spectrum version lets you change between characters at will, but it's not yet clear how this will translate to the Commodore.

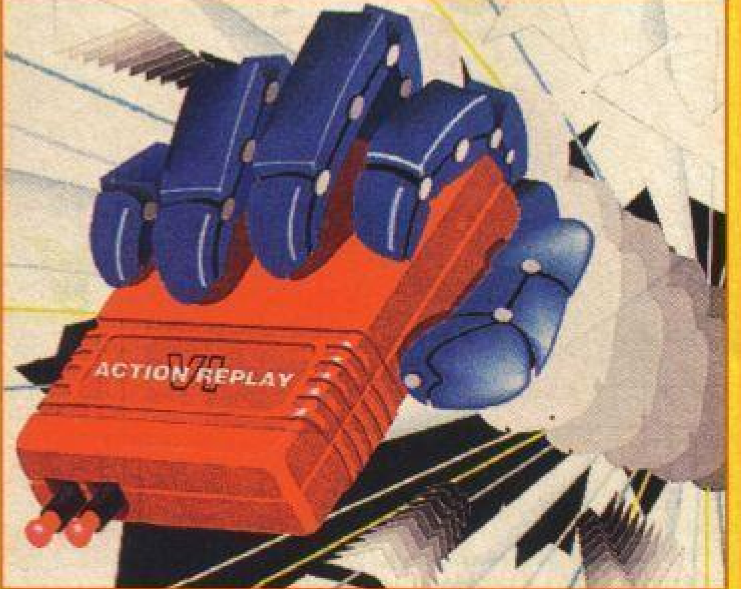
Microfair Madness, by Gareth Pitchford

All the fun of the fair — the Microfair that is! Look out for the Goons, Jean-Michel Jarre, Steve's clapped-out Skoda, and more... now where did I put that ticket?

Quite a few of these games will be disk only. Look out for full reviews in Bash Yer Brains — more news as it's made.

THE FORCE

COMMODORE FORCE

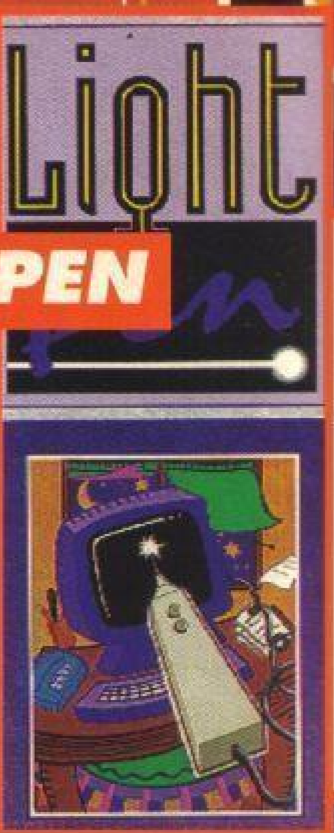


ACTION REPLAY MARK VI

" The ultimate feature packed utility cartridge ever conceived for the CBM 64/128 systems. Press the cartridge "freeze button" and unleash the powerful Graphics, Backup and monitor utilities. Fastload a 200 block program in under 6 seconds. How have you survived without this?"

PRICE: £34.95 REF. NO. 6318

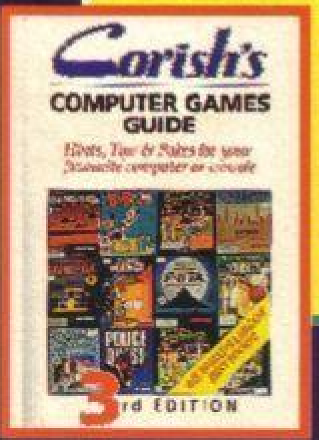
LIGHT PEN



The Trojan C64/128 light pen can be used as a complete replacement for the mouse in many applications. Particularly useful in drawing and design, the two button pen provides the user with a very direct method of control. Pack also includes Pen Master art program and a basic program to allow users to write their own pen compatible software.

Code 6327 £26.95

CORISH'S COMPUTER GAMES GUIDE


Corish's
COMPUTER GAMES GUIDE
Hints, Tips & Pokes for your favourite computer or console
3rd EDITION

This book helps on just about any game you care to name on a wide variety of computer formats. Covers backdoor codes left by the programmers, cheats and tips to get past your opponents, how to skip levels, pokes for infinate lives, time etc plus many other options. This is the ultimate hint book with * In excess of 750 pages, * In excess of 1250 games, * In excess of 200 adventures, * More than 12000 hints, Tips & Pokes.

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This new joystick will give you maximum results in game play. It is comfortable, easy to use and is of arcade quality. The Star Cursor Joystick is the closest thing to having your own arcade game in your home, it also comes with a 1 year guarantee.

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Trojan Phazer gun opens a whole new phase of computer entertainment. This advanced light phazer presents a challenge of skill and accuracy for C64 users of all ages.

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Ref no: 6302

Also includes six games

Operation Wolf
Gunslinger,
Cosmic Storm

Ghost Town
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JIMMY'S SUPER LEAGUE — Mega management sim from Beyond Belief!

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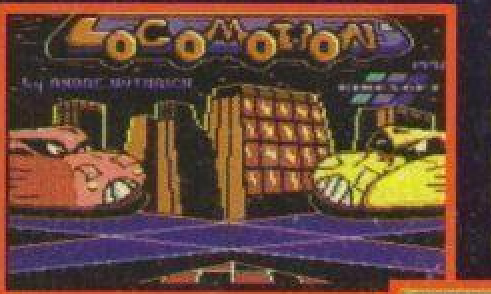

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05
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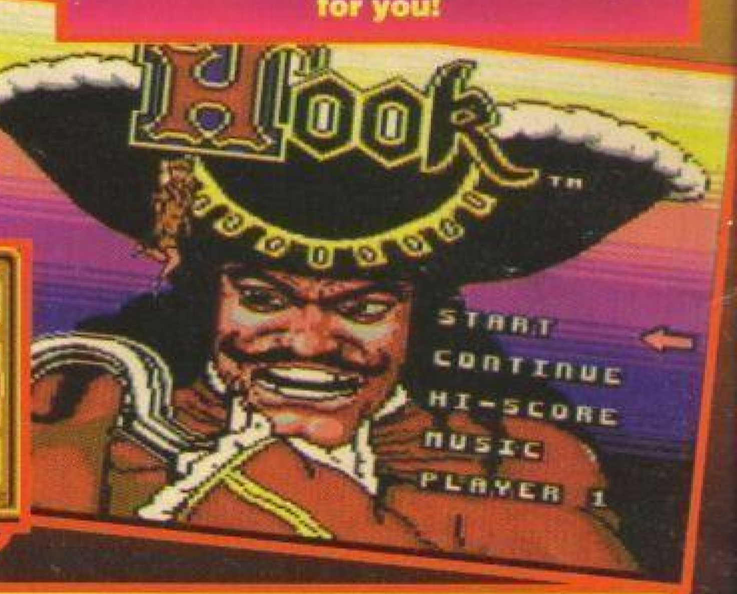

COMMODORE FORCE SPECIAL RESERVE!

Okay, okay, I'm convinced — I know I can't live through the festive season without COMMODORE FORCE, so I'm doing something about it. Please save me a copy every single month, and I'll wend my weary way to your door to collect it (of course, if I subscribed I'd get it posted through MY door, but there you go).

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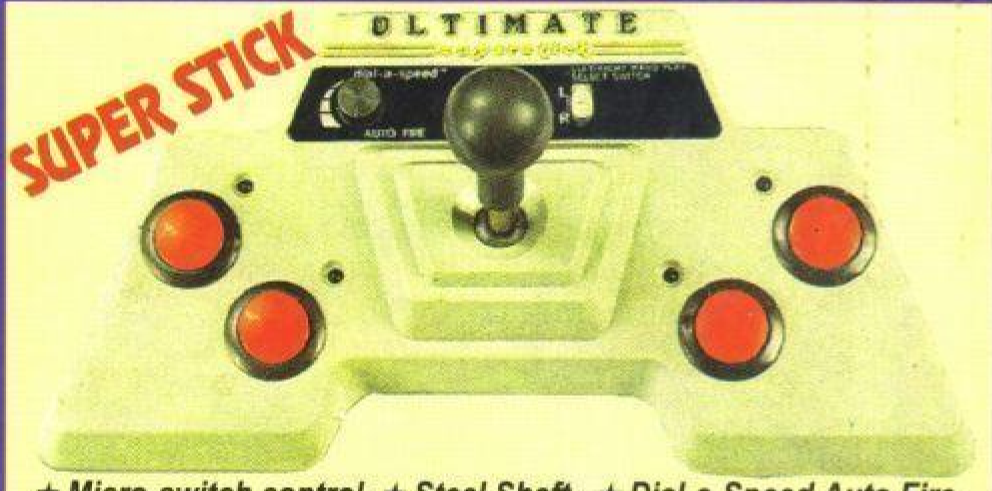

★ Micro-switch control, ★ Steel Shaft, ★ Dial-a-Speed Auto Fire, ★ Left or right hand play, ★ 4- LED Lights on trigger buttons, ★ Contoured handle for more control, ★ 4-Jump/Fire Buttons, ★ Stress relief on cord, ★ Extra long 10 foot cord, ★ 5 suction feet for arcade type play, ★ True arcade style.

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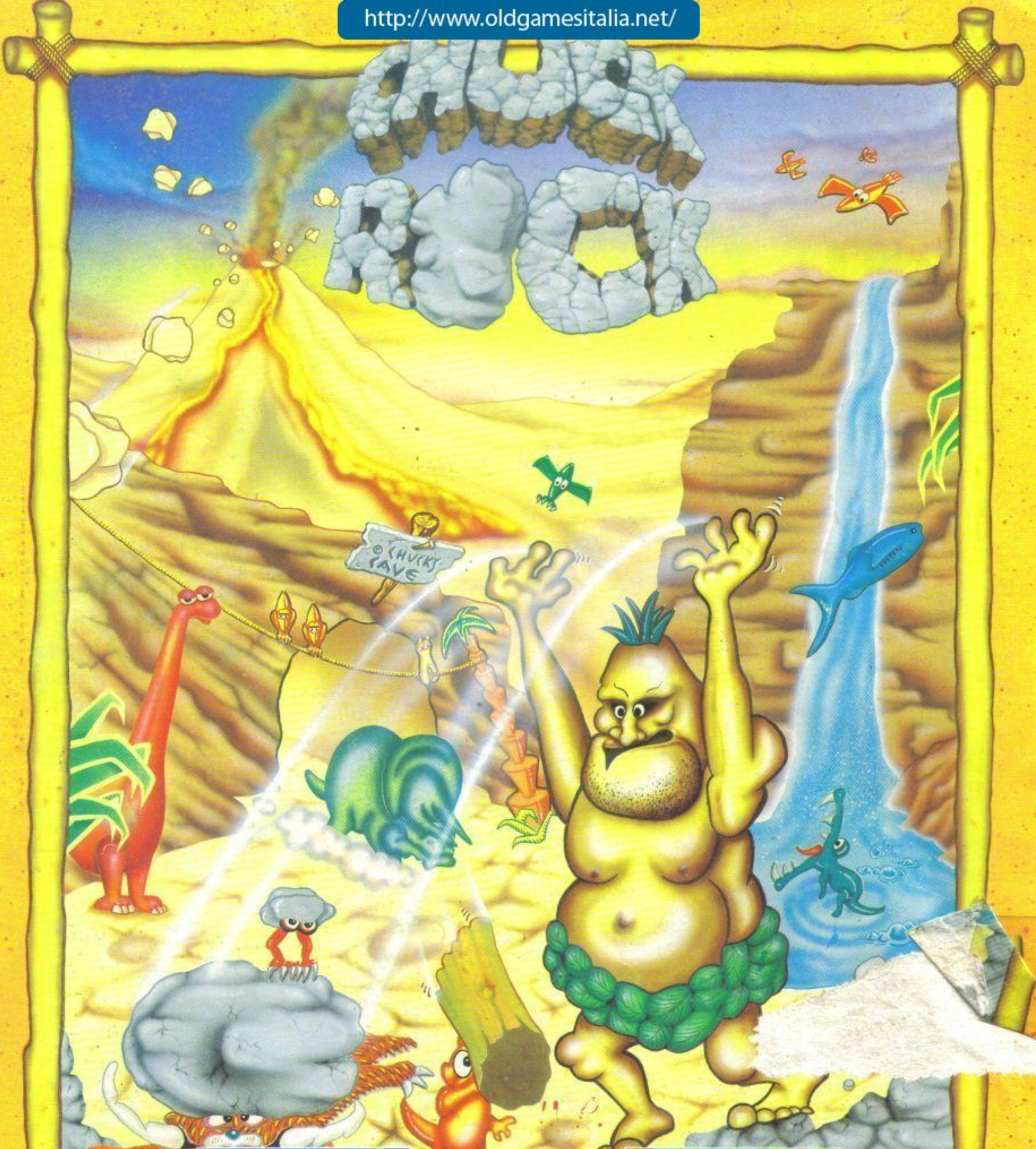

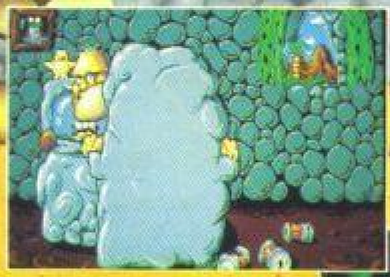

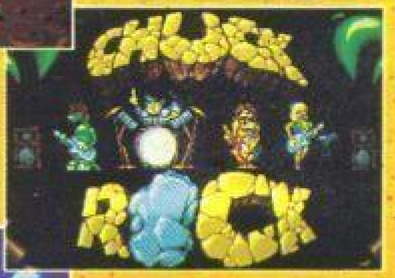

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